



DIPLOMACY WORLD

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DIPLOMACY WORLD is a quarterly magazine dealing with Diplomacy (R)*, edited by C. F. von Metzke and published by Walter Buchanan. Editorial address: P.O. Box 626, San Diego, CA 92112, U.S.A. DIPLOMACY WORLD presents a broad overview of the postal Diplomacy hobby by publishing a wide variety of articles and information on all aspects of the field. If it is of general interest to the Diplomacy community, it is fair game for the pages of DIPLOMACY WORLD!

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THIS WAY TO THE EGRESS....

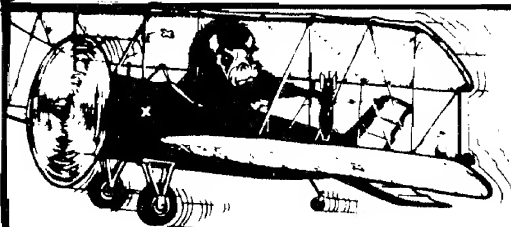
...and as the breezes of change sweep sharply o'er the plain, whipping through the trees and churning up the sands, a lone wail can be heard faintly in the distance, plaintively crying, "What have you done? WHAT have you DONE?!"

Yes, it is indeed the voice of Walter W. Buchanan, whose well-deserved 'retirement' to his beachfront cottage on the shores of picturesque Lake Lebanon has been rudely disturbed by the sight of the first issue of DIPLOMACY WORLD under the new regime. It's not all-new, but there are quite a few changes (mainly in 'personalizing' touches), and there will be more to come. We eagerly await reactions.

And to encourage you in your reactions, this issue and all future issues will contain an 'evaluation sheet,' which we ask all readers to fill out and return to us. (If you don't want to clip the issue, blank paper is fine; we aren't fussy.) Hopefully we'll get enough response to make a real judgment on how well our features are being received out there; and if we can keep up a good level of feedback in future months, it ought to be relatively easy to gauge reader interests and thus produce the kind of magazine you want. Please help. Send in the form. And, naturally, you need not feel you must confine yourself to just the questions we've printed; any and all comments, of whatever length, are welcomed and appreciated.

A few lines on who's doing what around here: Conrad von Metzke is the new Editor, and has ultimate responsibility for content. He is also the office boy, doing all the work needed to get the issue ready for printing. Rod Walker is Co-Editor, which means he does a lot of the editorial work for which Conrad takes the credit. Liz Danforth, a Nice Person who lives in the suburbs of Phoenix, Arizona, is the Art Director, and her first of many cover illustrations graces this issue. And last but not least is good ol' Walt Buchanan, who relinquished the Editor's chair but kept damned nearly everything else: subscriptions, advertising, the Archives (trade copies should still go to Walt), the Demonstration Games, and the publishing and mailing chores. Sheesh! You only thought he was quitting....

We hope the results of this "combination effort" please you. And if they do, we hope you'll continue to support us by maintaining your subscription...speaking of which, if an 'X' appears in the space below, your sub has just run out. We sincerely hope you will resubscribe.



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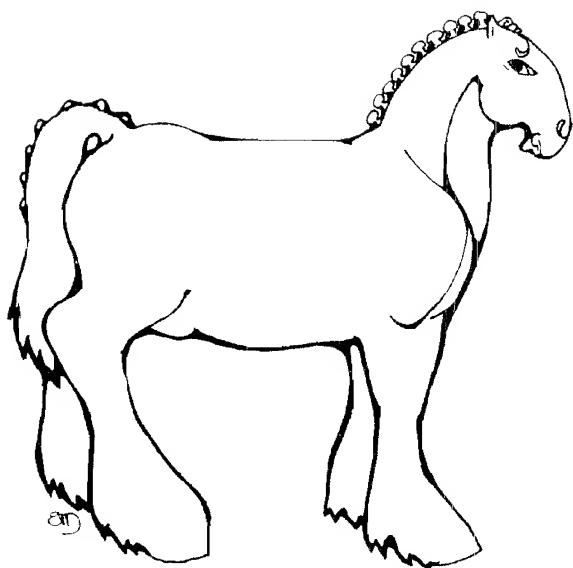
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THE HIGH HORSE

TRIPPING HITHER, TRIPPING THITHER
(or, No One Knoweth Why or Whither)
(and/or, Through a Dark, Glassily)

Hello there! I'm the other half of the editorial team here, and Conrad wants me to say a few words (715, to be exact). When Conrad first told me he was taking over DIPLOMACY WORLD as Editor, I told him he was crazy. He naturally did not bother to deny that, but proceeded to point out that he was, additionally, right. I smiled and observed that he would have to find some help, and where was he going to find a fool whose stupidity was sufficiently boundless to be inveigled into such idiocy?

Naturally, I'm thrilled at this opportunity to help out.

I think it is fair to say that DIPLOMACY WORLD under the new regime will be somewhat different than under the multitudinous Buchanans. That is not to say it needs to be different; Conrad and I are both people who would change perfection as a matter of principle. If nothing else, we are professionally unpredictable.

However, what I can guarantee you is this: DIPLOMACY WORLD is not going to be dull. Our goal is a quality publication which covers the entire hobby scene without being pedantic or partisan. That means we will publish anything by anybody, provided that it is interesting, well-written, and (within the limits of its factual content) truthful.

Walt Buchanan always strove to keep DIPLOMACY WORLD uninvolved in hobby feuds and politics. I have heard it said in some quarters that he didn't succeed, but such complaints were usually the natterings of those who wanted

Walt to side with them and got mad when he didn't. On the other hand, I have known Walt to show a marked preference for right, as opposed to wrong, and his attitude quite naturally disappointed some people. I am afraid Conrad and I are going to disappoint the same people, alas.

Our editorial attitude is, in general, as follows: Whatever helps the hobby is good; whatever does not, whatever serves private ambitions and ego-stroking, is not good. We are going to support the former and condemn the latter, and we hope to have occasion to state clearly which is which.

The recent elections in the IDA/NA form a good example of the hobby's current problems. It would appear that a faction of the IDA tried to take over the whole show, and they were opposed by a loose sort of anti-faction whose only raison d'etre was the opposition of its members to the first group. It does not appear that any great virtue attaches to either group, and there was a good deal of lying and cheating along the way. But at least the results seem to reflect the desires of the voters in Canada and the United States. The upshot is that the IDA/NA has been presented with yet another opportunity to clean house, and we can only hope that this time they take advantage of it. In the U.S., the IDA is the only organization which has the potential to be deserving of universality, but thus far they have, in general, blown it.

So much for the icky side of the hobby for now. On the other hand, we have Mark Berch's DIPLOMACY DIGEST. Just as DIPLOMACY WORLD concentrates primarily on original articles, DIPLOMACY DIGEST will be concentrating on reprints of the good stuff of the past. This is something the hobby needs very badly. There has been a great deal of outstanding material published in the decade 1963-73, and most of it is now unavailable to the hobby public. Judging from the first issue, Mark will be showing great discernment in his selections, making for a balanced, informative and interesting 'zine. If you have an item in your collection that you feel deserves reprinting - particularly if it was published before 1972 - you might send it to Mark. (See page 38 for address and subscription information.) I have seldom seen a new publication which I have felt is so worth getting.

Finally. One of our readers, whose qualifications are excellent but who wishes some degree of anonymity, has volunteered to do an advice column. If you have problems or questions relating to Diplomacy, send them to: Auntie Julia, c/o "Alcala," 1273 Crest Drive, Encinitas, CA 92024, USA. That's my address, of course. I'll see that "Auntie Julia" receives your queries. No, really, seriously....

Okay, Conrad - take it away!

- Rodney C. Walker

THE CULT OF

PERSONALITIES

by NICHOLAS A. ULANOV

Brace yourself. There is a fact about Diplomacy that occurred to me (embarrassing as it is) just a few days ago: There are seven players in the game. Now, think what that means. One person wins; six lose. The statistical chance of winning is just one in seven. How do we overcome these deadly odds? Well, of course, we don't lose; others do. Those odds are only assuming all players are equal, and they're not. We're better.

Now that idiot's rationale may be enough to get some poor slob (present company excluded) to play the game to begin with. But after several games and, more than likely, several defeats (of course, there are some of us who are stunning, natural players and will not only have avoided the several defeats, but will have several victories under our belts; but I digress), how can such miserable illogic stand up in the face of naked truth? One is tempted to say, *natürlich*, it can't; ergo, it doesn't. But we go on playing! Why?!

We must get something out of the game besides the thrill of victory. Would you believe the agony of defeat? Well, yes, for some masochists a game that they repeatedly lose, and to not one, but often more than one, person must have its appeal. Then, there is comradeship. I suppose for some lonely poor souls the only time they can get six other people to spend time with them is when they're offering themselves up for the slaughter of the World War I European Theatre. It is nice to have friends.

Others, no doubt, play because of an interest in history or game theory. Some love geography; others, ordering around little pieces of wood they can pretend are armies and fleets. An extension of the last is the sick, psycho element (fellows, like it or nay, we have to acknowledge the existence of this fringe group in our midst) which likes nothing better than to imagine the carnage and maiming of soldiers and civilian populations at the mere beck and call of their whim.

Finally, there are those who find the Diplomacy hobby as it exists compelling for one or more of many possible reasons. This overlaps somewhat the pursuit of comradeship; but it is distinct, I think. Now let us examine each of these explanations.

I'm all for masochism, and God knows I've met my share in this hobby, but I don't think the rank and file hobbyist is in for that. Comradeship is very important. For one, it is hard to avoid in a game with six others. But

there are simpler means of attracting people. (Taking off your clothes in the middle of a public park is one I've always enjoyed; although, I suppose, for some that might repel passersby - a great word, that. For them I would suggest dance lessons.) In the postal hobby, even more, it is difficult to achieve direct fellowship. But that does lead to the one category left undefined above: Pen-pal freaks. Some people just can't find a better way to get their jollies than to get a letter from some foreign place (say, San Diego, California). Others are just stamp nuts. Some are mailmen.

I'm all for history, game theory and geography enthusiasts, but there must be a better way to indulge that interest than playing Diplomacy. (One more fruitful pursuit, after a number of rounds of straight Diplomacy, is the design and play of variants.) And now for the sickies. I HATE YOU DAMNED PERVERTED MILITARISTIC PSYCHOTICS WHO CAN FIND NOTHING BETTER TO DO THAN ENGAGE ADOLESCENT FANTASIES ABOUT BLOOD-LUST AND GORE! Lastly, those inexplicably drawn to the Diplomacy hobby as-it-is. I wish them success and enjoyment, for at the rate the hobby changes they will soon find the very things they find appealing gone never to return (until the next cyclical cycle cycles 'round again).

Thus far (ignoring the pen-pal folk, and why not?), we have still failed to account for the reason most hobbyists pursue this losing proposition of a game - and with such a vengeance.

The answer is that we want fame. Some in the hobby have called it egoboo, others a desire to be a Big Name Fan (a word which derives from 'fanatic,' you know). But fundamentally (and why deal with the trivial?) it has to do with the urge to rise above ignominy, to be somebody. What better way to do that than to rise above six other players, indeed to rise above dozens, nay hundreds, perhaps thousands in the hobby at large? We have already covered, however, the impossibility of victory in the narrow sense. Each individual must find ways in which he alone (preferably, since it would be humiliating indeed to be replaced at the pinnacle of one's freely chosen peak) can stand out in the crowd. (We could get bogged down in the muck of considering the relative importance of the crowd we are discussing, but why bother?)

So we seek unusual traits, to establish a known individuality, to be interesting and different, to be paid attention to, to have others recognize our name, to be famous; in

short, to have personality. We write press. We design a variant that will make us renowned. We hold a convention so that we can go and be gawked at (and respond with as little gawking as necessary that will allow us to still get gawked at in return; the most famous need hardly gawk at each other or others at all, since they are gawked at by the hangers-on without any provocation). We seek to have a hobby position or gambit named after us. Those just about incapable of engendering any sort of personality through these or other semi-legitimate means start 'zines so they may create their own fame without outside hindrance. This is akin to a government's printing money, since it creates supposed fame at an instant's desire. There is nothing backing the 'zine up like gold since almost all of them carry games as a means of obtaining subscriptions. Take away the games, and the fame that comes with circulation crumbles.

And there we have it. Diplomacy is the cult of personalities. We play the game, we participate in Diplomacy so that we can become personalities and have some kind of success in the hobby, though we cannot have it in the game. Those who never, at least subconsciously, figure this out soon leave the hobby. Others who are cursed with skill in the game itself may never figure out that pursuing the game and playing it well is not the purpose of the hobby. If they concentrate too much on achieving those wins they ignore the creation of a personality entirely, and they will find themselves ruthlessly ignored, failures without the comprehension of the wherefore. Those who have great potential at the game of personalities should avoid distraction by the game of Diplomacy, for those who possess fame and many victories could be like supernovas to mere stars if they would only cease to spend time on the tactics rather than the strategy. It's not winning that counts; it's playing the game of personality.

And then of course there's one other pathetic way some people try to achieve the fame and fortune of personality - writing articles.

* * *

So we dedicate this column to none other than one of the hobby's biggest personalities of all, and the new Editor of DIPLOMACY WORLD - Conrad Friesner von Metzke.

(Nicholas A. Ulanov is from New York. In spite of this, he is looked upon with great affection by all who know him; founder of the well-known THE POUCH, now a professional journalist, and probably the high point of my own quest for personality recognition through comradeship.)

WANTED TO BUY OR BORROW

The following 'zines are missing from the Archives. U.K. items are listed separately at the bottom, as I'm having more difficulty acquiring them. I would prefer to get originals but will be happy to Xerox your copy if you wish to keep it. This will ensure keeping the Archives virtually complete. Write to Walter Buchanan, R.R. 3 Box 324, Lebanon, IN 46052.

Adanack 8; Aerlion 1, 3; Angbad 1-4; Attention 1, 46-7; Avanti 15-21; Baltic Gaffer 1-4, 6, 9; Baltic Sea 1-9; Barfy Blue 2; Barad-Dur 1.5, 40.5; Boast 93; Bolverk 1, 3, 6; Brunus Edwardii 21; Buffalo Diplomacy 106, 169, 196, 225; Bulletin 2; Calcutta Chronicle I, 1-2; Carmilla I, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; Council Courier 76.1-6; Demons' Home 1-2; Don't Knock the Rock 20; Due Process 10; Eureka Stockade 9; Evening's Empire 10-12; Exponent 1, 5, 34; Fallovia 1; Fearful Symmetry 1-2, 18-19, 24; Flash 1; Fol Si Fie 71; Foreign Office Report 18; Fredonia 24-5; Gaming Record "I," "II," III, 1, 3-5; Gassed 26; Greekly Weekly VIII-IX; IDA Games Information Bulletin 1; If 1, 2; I'm God 2; Infamous 2; Janus 41; Johnus 1, 9; Kolwynia 2-3; Lebanon Gazette 33-35; Logenbeek 12-13; Mango 13, 18; Marsovia 13; Mesklin Memos 7-12; Mini-Rigot 1; Moeshoeshoe 117; Moravian Dynasty 7; Moravian Gazette 2; Mush 8; Mutant I, 1-3; Narsil 7; New York Knife 2; Norstrillia Notes 25, 27; Phrederick the Great 7; Polaska I, 5, I, 8; Pragmatic Sanction (all); Rane Gyrene 7; Rigot 24-28, 44; Rohan 1-2; Ruritania 8, 33; Skull and Crossbones 2-3, 5, 8; Spald Jr. I, 2; Stormbringer 6-7; Sweetwater Canyon Daily Bugle 73; Thulcandra 24; Toorey Triennial Terrapin/Turtle/Tortoise 9; USDollars 5, 9; Voice of the North 26; Vortigern 16; Warmonger 3-4, 13; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III 1.

Avam 7; Ad Nauseam 20; Albatross 1-7; Bellicus 34; Bruce 13, 16; Comet 20-29; Court Circular -1, 0, 1-5, 10, 13; Depth Charge 10-11, 17, 19; Dolchstoss 1-2, 4, 50; E&OE 1-6; Eclipsor 1-8, 11; Fifth Column 27, 31-2; Filibuster 1-11; Finishing Touch 21; Frigate 24-5; Gods Themselves 1; Gummiballs II, 1, II, 19; Hannibal 17, 19-24; Hyperion 2 on; Japhidrew 5, 16, 22; Jigsaw 1-3, 12; Lemming Express 2-3, 17; Misteimer 1-2, 5-6; Monthly Bureaucrat 1, 3; Norns 13, 15; OJ 12-13; Our 'Enry 11, 13; Pendulum 6, 8 on; Polaris 3, 15-17; Retief 12; Shelob's Lair 3-5, 11, 13; TFTBF 1; Tarkus 7 on; This Is It (all); TUCA 0, 2-7; Ummagumma 2, 4, 7; Uriah's Heap 5; War Bulletin 61-65; Yggdarsil 8-15; Your Albert 1, 3-5; XL 14.

GERMANY: ÜBER ALLES

by ADAM GRUEN

Germany is a most difficult country to play because of its position in Europe. Surrounded by four potential enemies, Germany must at all costs avoid the dreaded "two-front war," unless one or two units on a front would stabilize an otherwise dangerous position.

The great weakness of Germany is also, paradoxically, its greatest strength. Germany can concentrate on one opponent more rapidly than any other country on any other country with perhaps the exception of Austria against Italy. The key decision for Germany comes usually in Fall 1901, though an aggressive German player will start the fireworks in Spring 1901. Playing Germany is sometimes a matter of circumstances; how the other players feel about you is very important to what their actions will be in the course of the game.

A usual step for the Kaiser is to set up some sort of non-aggression pact with Austria. With three other countries to worry about, the one thing a German player doesn't need is Austrian armies in Tyrolia and Bohemia. An Austro-German war is extremely rare, however, so I would not worry too much over this situation. A buffer zone (a province where neither side may enter on the presupposition that if one enters the area, war is declared) in Bohemia with Austria-Hungary and one in Tyrolia with Italy will generally solve the problem of Suedland wars.

The following three sections will be devoted, one each to each of the three countries surrounding Germany. In some cases the strategies will overlap, but this is only natural when one studies the map.

I. FRANCE: WACHT AM RHEIN.

France, historically, is the traditional enemy of Germany. They fought in 1871, 1914 and 1940, so there is no reason to assume that two historically-minded Diplomacy players won't try it again. On the other hand, Franco-German alliances have often proved quite successful when dealing with a Russo-Turkish alliance or a stubborn England.

Often France will move A PAR-BUR, or A MAR-BUR, or a support combination of the two, or even both (this is an interesting tactic used by French players who do not trust either Germany or Italy - the two units will stand off each other even if no German army moves to Burgundy). To avoid problems, suggest to France that you will not move to Burgundy, and that he may have Belgium. He probably will not believe

you, but that's your task if you are sincere about an alliance.

If you wish to pull the stab on France first, then your moves should be A MUN-BUR, F KIE-DEN, and A BER-MUN. The problem with this is that it is so unsubtle, and that it affords a chance to capture neither Paris nor Marseilles by Fall 1901. The latter may be possible if an Italian army moved into Piedmont in conjunction with your attack, but Italian players rarely do this in Spring 1901.

A much better version would probably be A MUN-RUH, A BER-MUN, F KIE-HOL/DEN (discussed later). The Berlin move protects Munich, while the Munich move sets up a support into Burgundy in Fall 1901, or a move for Belgium or Holland. If France moved A PAR-BUR, an interesting guessing game occurs: He can move either to BEL or support with A MAR (if he has one). You can either move A RUH-BEL, or have A RUH (S) A MUN-BUR. If you outguess him, you will either take Belgium or take Burgundy. If the English remain neutral, or go against the Russians (sorry, Mark), then I would suggest the move to Belgium. If it looks as though F NTH will move to BEL, then the move towards BUR is probably better.

F KIE comes into the scene here. If you can set up an English alliance whereby England moves toward France, then F KIE should most likely move to DEN. If England is allied with you but prefers an anti-Russian stance, then F KIE-HOL is better as it gives you a chance for BEL and HOL in Fall 1901. At the waffle point, where you don't know what the hell England is doing or thinking, move F KIE-HEL, as this affords an opportunity to take either DEN or HOL in Fall 1901. The problem with F KIE-HEL is that it does nothing to stop the Russians, and it is impossible to support an army into Belgium.

If England is against you, and therefore allied with France, then a different strategy altogether may be required. This will be amply covered in the next section.

By some quirk, or lucky stab, you may have an army in Burgundy in Spring 1901. This army can move to Paris, Marseilles, or Belgium. One move that the French player usually never suspects is to Gascony. A look into this move reveals some interesting possibilities. First, it assumes a prolonged war - that is, you are setting up a better attack against France, but are sacrificing the possibility of gaining two or more centers on the first turn. Second, it threatens an additional two centers, Spain and Brest. It also sets up a support for

British invasion, or else serves as a distraction for English attacks elsewhere. Finally, it "splits" the French defense and denies the French player use of the province as a defensive measure. The danger in the position comes in the fact that the army can be isolated and destroyed, but this requires time and units, both of which are hard commodities to come by for the French player.

A Ruhr-Burgundy buffer zone is not a bad idea if it works. The problem comes in when it doesn't work. However, assuming a complacent France, we can now turn to other areas of interest.

II. ENGLAND: SHE RULES THE WAVES.

England is culturally tied to Germany in both speech (both are Anglo-Saxon) and mannerisms. Despite this similarity, England has ended up on the other side of the war in both 1914 and 1939. Of course, England also fought France for a mere 300 years or so, but I am prepared to overlook this. Anyway, the German High Command never dreamed that England would go to war over a "scrap of paper" (the neutrality of Belgium), since England and Germany were tied as mentioned before. Don't you make the same mistake.

The English player is perfectly willing to see fish and chips in Munich instead of bratwurst. He will most likely go for Denmark, though F NTH has a plethora of choices available. If you move F KIE-HOL on the first turn, it almost assures F NTH-DEN. However, if he is against you, then a whole bunch of unpleasant things could happen. For example, A EDI or YOR (C) to HOL or DEN; a convoy to BEL is also a strong possibility, with the intention of rolling up the coast supported by F NTH. You can stop worrying about England when you see him getting involved with either France or Russia, but never stop worrying about him completely.

A fun move is F KIE-HOL, and then F HOL-NTH. While it serves no useful purpose against England, it does force him to attempt to oust the fleet and not concentrate on you. You can really get him going by moving to Yorkshire or some such place where you can be a nuisance by threatening his centers, while your armies (hopefully) steamroll France.

Yet another possibility is F KIE-DEN, A MUN-KIE, A BER (H). In Fall 1901, F DEN (H), A KIE-HOL. This assures you at least one center and probably both, provided England is interested in Norway and Belgium. (A BER may also move to MUN, SIL or PRU, depending upon the situation and how you feel about the Russian player.) It also sets you up well for defense/attack versus England.

The other method is F KIE-HOL, A MUN-KIE, and then F HOL (H), A KIE-DEN. This is a

better attack situation for Germany in the West. Finally, for a three-center blitz which will probably antagonize both France and England, A MUN-RUH, F KIE-DEN and A BER-KIE.

Should England move to ENG and NTH, you must pin him down as to his intentions. There is nothing worse for a German player who attacks France than indecision on the part of England when you need his support, except maybe indecision on your own part. Get him to move to Belgium if you don't want it (as in the case before, you will be moving to Burgundy), or else get him to play F ENG-MID, F NTH-ENG to set up an attack on France. Eventually, you can trade him Paris for Belgium to clear up movement lines.

If you are allied with France, build fleets instead of armies. If you are allied with England, it is wiser to build armies instead of fleets, as building fleets will only cause tension between you and him. If you are insistent upon building a second fleet, try to build one in Berlin and send it against the Russians so as not to antagonize England. Keep in mind that England rules the waves, and to defeat her is to be navally strong. England can be beaten if you pull the right moves at the right time.

III. RUSSIA: THORN IN THE BEAR'S PAW

Russia has long been the friend of Prussia,



"MOMMY! DADDY'S BEEN USING MY CRAYONS FOR HIS STUPID WAR MAIL."

carving up Poland with her, fighting Napoleon with her, the Grand Alliance, etc. In 1914, Russia fought Germany because Germany was Austria-Hungary's friend, who was Serbia's enemy, who was Russia's friend. In 1941, Russia was invaded by Nazi Germany, but proved how tough it could be. Russia in Diplomacy has no problem with Lenin - but it does have other problems. Russia can easily win by stomping on its enemies one by one - and it can easily lose by being stomped upon by two or more of its enemies at once. Although it has four units to start off with, more than any other country, it is severely limited by the position of its borders and fleets. F STP (SC) and F SEV cannot support each other and in effect create two fronts. Germany is the best country able to attack Russia and exploit these flaws; but Germany cannot do it alone and needs a "Second Front," probably Austria.

Germany cannot "pussyfoot" with Russia: There must be peace or war. A non-aggression pact or alliance with Russia is a grand thing to have if both England and France are against you. The Russians can build F STP (NC) (an already infamous article has already been written about that, so I won't go into it here), and help out with the attack against England. Very often Russia will be at war with Turkey, which provides the needed balance to the Eastern problem.

More often, though, Russia is ripe for the attack. The German strategy is rarely a direct plunge for Warsaw unless an Austrian army moves into Galicia in the Spring 1901 turn. In this case, A BER-SIL is preferable. An alternative strategy is A BER-PRU, A MUN-SIL, if Turkey is keeping the southern forces of Russia occupied.

The more subtle variety of German attack is the delayed stab. For example, F KIE-DEN, A BER-KIE, then in Fall 1901 F DEN-SKA, A KIE-DEN. He can then do nothing to prevent the loss of Sweden unless he gets English help, which is always a possibility.

One opening I favor is one rarely seen because of the total lack of protection against France. In Spring 1901, F KIE-BAL, A BER (H), A MUN-KIE. In Fall 1901, F BAL (C) A BER-SWE, A KIE-DEN. This takes DEN and will stand F BOT out of Sweden. With English help, Russia's northern sector can fall in two years.

Another sneaky move is A BER-KIE, F KIE-BAL, and in Fall 1901, F BAL-BOT, A KIE-DEN. Despite the build he gets from Sweden, there is nothing he can do to prevent the loss of Sweden because he can't stop F BOT from moving back into SWE supported by DEN.

One rarely sees a Russian move A WAR-SIL, because it presupposes a Russo-Austrian alliance and those are also rare. Nevertheless, if one has an alliance with France, A BER or A MUN to SIL is an excellent defensive move against A WAR to SIL, and if A MUN-SIL, A BER-PRU sets up a

2-1 on WAR next season provided that the Russian A MOS moved to SEV, and that A WAR held or moved to UKR.

IV. DIVIDING UP SUPPLY CENTERS

Part of the fun of allying with another player is the play of the mental game, "How are we going to divide up France/England/Russia?" Unfortunately, those three occasionally play the game too, using Germany as the pie. However, there is almost always a problem over how to divide up supply centers, so that inevitably the two "dividers" fall out over a center squabble and attack each other.

To avoid this, countries should attempt to set beforehand what the best centers are to have. To wit:

FRANCO-GERMAN:	FRA:	Spa, Por, Lvp, Lon
	GER:	Bel, Hol, Den, Edi
ANGLO-GERMAN:	ENG:	Por, Spa, Bre, Par
	GER:	Mar, Bel, Hol, Den
RUSSO-GERMAN:	RUS:	Swe, Nwy, Edi
	(North)	GER: Den, Hol, Lon
RUSSO-GERMAN:	RUS:	Rum, Bud, Ser
	(South)	GER: Vie, Tri

Obviously, the situation may change according to the game, but for Germany, it is essential that a minimum of friction between the two "allies" be present.

V. THE OPENINGS

As in every article in this series, I will list what I believe to be most of the standard opening moves used today. There are, of course, many variations, and Germany has more than most.

ANTI-FRENCH OPENINGS:

Plan Verdun: MUN-BUR, BER-MUN, KIE-HOL.
 Plan Maginot: MUN-RUH, BER-MUN, KIE-DEN.
 Plan Schlieffen: MUN-RUH, BER-KIE, KIE-DEN.
 Plan Wacht am Rhein: MUN-BUR, BER-KIE, KIE-HOL.
 Plan Strassburg: MUN (H), KIE-DEN, BER-KIE.

ANTI-ENGLISH OPENINGS:

Plan Westen: KIE-HOL, MUN-RUH, BER-KIE.
 Plan Osten: KIE-DEN, MUN-RUH, BER (H).
 Plan Waffle: KIE-HEL, MUN-RUH, BER-KIE.

ANTI-RUSSIAN OPENINGS:

Plan Warsaw: MUN-SIL, BER-PRU, KIE-DEN.
 Plan Ultra-Warsaw: MUN-SIL, BER-PRU, KIE-BAL.
 Plan Bothnia: MUN-KIE, BER (H), KIE-DEN.
 Plan Brusilov: BER-SIL, MUN-KIE, KIE-DEN.
 Plan Sweden: MUN-KIE, BER (H), KIE-BAL.

ANTI-FRENCH/ENGLISH OPENINGS:

Plan Wacht am Rhein
 Plan Westen
 Plan Schlieffen

ANTI-FRENCH/RUSSIAN OPENINGS:

Plan Hindenburg: MUN-BUR, KIE-HOL, BER-SIL.
Plan Ludendorff: MUN-FUH, KIE-HOL, BER-SIL.
Plan Falkenhayn: MUN-BUR, KIE-DEN, BER-SIL.
Plan Kaiser: MUN (H), KIE-BAL, BER-SIL.

ANTI-ENGLISH/RUSSIAN OPENINGS:

Plan Jutland: MUN-SIL, BER-PRU, KIE-HOL.
Plan Brusilov
Plan Ludendorff

ANTI-FRENCH/ENGLISH/RUSSIAN OPENINGS:

Plan Switzerland: Resign Immediately.

Germany must deal with his enemies one at a time, I've said. When Germany cannot deal with his enemies, as in a case where France and Russia attack Germany, then he must get his allies to attack his enemies. In the mid-game, Germany must see who is stronger, and who is weaker, and concentrate on reducing the stronger. Since Germany often must decide on a strategy within the first year, he must judge how his movements affect the course of play.

If Germany allies with England and eliminates France, for example, then Germany must realize that this creates, first, a powerful England, second, a powerful Italy, third, a weak Austria, and fourth, a strong Turkey. Therefore, he must get Italy and Turkey to attack each other, perhaps even sending an army south. He should get Russia to attack England in conjunction with his units, or, failing that, to get England to attack Russia.

If Germany allies with France and eliminates England, he must accept the fact that both France and Russia will be strong, and probably Austria as well. The alliance with Austria may come in very handy as both central powers can hit either Russia or France.

If Germany allies with Russia, England will be reduced in power and may even be cajoled into attacking France. If this is so, Turkey will probably be eliminated, as will France, and the Eastern Bloc of Italy/Austria/Turkey will split up sooner or later. This Russo-German alliance is tricky because Russia can hit hard and well from a base in Scandinavia.

As with other countries, Germany must play cautiously and slowly, gradually eliminating opponents and picking up centers.

Until next time, and Part Five: ITALY:
I CAME, I SAW....

(Adam Gruen, of New York, is a publisher and player with an extensive list of published articles in various magazines to his credit. The present article is the fourth of a series.)

SOLICITING

by R. T. CORRELL

Perhaps one of the most difficult aspects of publishing a Diplomacy newsletter is obtaining enough interesting material for each issue. Too often, the lion's share of this responsibility ends up being carried by the editor himself, a fact which makes his already difficult task of publishing an Herculean endeavour. But, what to do? It's hard to find good consistent writers in the hobby. Too many of these are quickly sucked into publishing their own 'zines, whereupon their pens dry up.

In my opinion, part of the fault for this dearth lies with the publishers themselves. In order to maintain a flow of interesting letters, articles and news items, you must take an interest yourself in these items. Show your interest in a scholarly manner. Yes, scholarly; be willing to allow other viewpoints, be courteous enough not to interrupt a letter or article with smart-ass comments. Remember, your writer is at a disadvantage; he's at your mercy. If you want him back, you'd better exercise some manners. So, be polite; design your comments to initiate a discussion, that way encouraging reader participation. Okay, I'm sorry to have bored you with basics, but many a time I've written a letter to an editor who cried out for comment on a particular issue, only to see my reply handled in a manner which both discouraged reply from other readers and insured a disinterest in future comment from my corner.

Certainly the most difficult step is getting that initial material. Many methods have been used. Frequently I've been party to agreements both on an informal and formal basis, to "trade" material; I'll write for you if you'll do likewise for me. An early hobby trick was to start a "feud," but I would like to believe that this practise has been replaced by discussion of issues, in a manner perhaps best represented by Walter Luc Haas' Bumm. Often, however, the whole practise of obtaining material comes down to getting right out there and soliciting. Anyone in the selling trade knows you have to get the customer's attention; whether it's with big boobs or a good harangue, you gotta catch his eye. So, don't just scribble on the outside of the envelope, "Could you please write me an article for my next issue by June 20?" - more than likely when the prospective author receives your 'zine on the 15th, he'll think, "If he expects an article in five days and can't be bothered to write me a decent letter, well, that's just too damn bad!"

When good old Paroxysm, my own 'zine, needed

some material, co-editor Harry Drews wasn't shy about working up a sweat to get it. Perhaps one of the best and most entertaining examples was his letter to Randolph Smyth on this subject:

"If I may be so bold, would you condescend to write an article for Paroxysm based on the following outline:

The Role of Diplomacy in the Education and Social Development of the Young Adult in Today's Complicated, Ruthless Society.

Points to be developed:

1. It's tough to make friends nowadays because everyone's suspicious about your motives, and everyone's so self-centred. Diplomacy is a safe way to meet people even though the people you meet may be wacky. The chance is there to meet some sweet young thing (e.g. the Beyerleins) or some sweet guy if that's your thing.

2. This is a cruel world and Diplomacy will teach you to survive by being ruthless: stab, stab, stab.

3. The small guy or weak person has to take a lot of flak from the bullies that predominate. Diplomacy is a cheap form of therapy to vent these frustrations. Of course, you can pick up other weird manifestations.

4. Sound tactical play encourages development of the analytical and logical faculties within us. This is beneficial in our sophisticated society.

5. Our educational institutions are proving woefully inadequate in instilling the linguistic

and writing skills needed to 'make it.' Diplomacy teaches techniques of communication, like, "Fella, if you take Trieste, I'm gonna dump on ya!"

6. Survival and co-existence with the bureaucratic giants that dominate and inhibit us can be learned; for example, the post office.

7. Making a living by soliciting funds from rubes and suckers; for example, the unscrupulous Gamesmaster. In another light, this teaches the person to be independent of our nefarious welfare system.

8. Self-discipline is encouraged; for example, cranking out an article for your 'zine when the Steelers and Vikings play on Monday Night Football.

9. Convincing others that Chemistry is the basis for all human knowledge and advancement. If Linus can believe in the Great Pumpkin, I can believe in the supreme importance of Chemistry.

10. Practising to be a fantastic pulp writer by churning out reams of paper full of Dippy junk. At a cent a word I could be rich!

- I suggest 45 lines when typed up by R. Correll in Paroxysm 40.

Thanks, Harry."

((Robert Correll, of Toronto, Ontario, is one of the kingpins of Canadian postal Diplomacy, co-publisher of the superb Paroxysm, and one of the very nicest human beings that any person could ever hope to meet.))

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UNSOLICITED EDITORIAL

by KEN ST.ANDRE

Part of the fun of playing Diplomacy is the almost unlimited room for imagination within a structured framework. The very nature of the game begs for original interpretation, and the type of person attracted to Diplomacy is the imaginative, creative person. Before you know it, you find yourself speculating what would happen if the rules or map were just slightly different. Wouldn't the game be more playable if Switzerland were just another supply center instead of an impassable roadblock? Perhaps there could be some way to introduce more complicating factors (careful, amigo, that way lies Hypereconomic Diplomacy, madness, and long white beards before anything resembling a conclusion manifests itself!), such as a disease. Why not choose a more interesting time period, like 1300 instead of 1901? Voila! You awaken, feverish, in the middle of the night and, in a creative frenzy, set down the rules for Black Plague Diplomacy, a game for six empire-builders and one player representing death, disease and corruption.

You get my point? The truly great thing about Diplomacy is not so much the original game, but the great variants that can come from it. People recognize this, which is why there are now 4 or 5 separate variant banks in existence, and undoubtedly more starting. Those few people that I recognize as greats in the Diplomacy world - Lew Pulsipher, Robert Sacks, Conrad von Metzke, Dick Vedder - are all variant enthusiasts.

But the premier magazine in Diplomacy fandom really slights the thing that, to my mind, makes Diplomacy great - variants. Sure, there is one article in each issue about a new variant that someone has created, but that is only a review and description of the game by someone who has never really had a chance to play it. (Case in point: Hyborean Diplomacy, by Jim Peters, reviewed in the Spring 1977 issue - I know for a fact that Conrad hasn't had a chance to actually play Hyborean; no-one outside the Phoenix area has. If Conrad had played it, as I have, he would have seen how smoothly and with how little trouble the game actually plays, and I do not believe he would have made the slighting remarks that crept into his review.) But one article per issue isn't enough, and it doesn't strike at the root of the problem, which is the mistaken attitude that variants are naturally inferior to the original. With all due reverence to Wilbur and Orville, the Boeing 707 (an advanced variant) is superior in every way to the crummy wooden bi-

plane of Kitty Hawk. And likewise in Diplomacy. In contrast to some of the variants available today (I name no names and plug no plugs here), the regular 1901 game is like a mud fence compared to a brilliantly mosaiced wall.

After only three issues of DIPLOMACY WORLD, I, for one, am sick of articles analyzing the winning combination of England and Russia, etc., ad nauseam. A contest once a year is not enough. How about getting Pulsipher to write an article on the mechanics or problems of variant design? He ought to know; he's probably designed more variants than anyone else in the world. How about a regular listing and synopsis of new variants as they become available? Most important, there should be a list of variant publishers who need players, just like the Need-A-Game list at the back of each issue. I have been consistently amazed at how difficult it is for a variant publisher to scrape together a mere 8 to 15 players for trying a new game. Perhaps a little real help from the top would change things.

So, variant buffs - let's demand to be heard! Let's show people where the real excitement in this hobby lies!

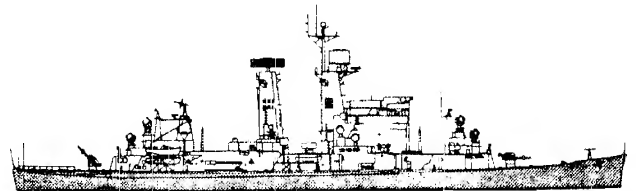
((Ken St.Andre, of Phoenix, Arizona, is a relative newcomer to postal Diplomacy, but his experience with gaming and game design is quite extensive. Among others, he is the designer of "Tunnels and Trolls" and "Monsters! Monsters!")

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AUSTRIAN GAME PERFORMANCE: GROWING TOO FAST

by MARK BERCH

One of the most frequently recited adages in Diplomacy is that, in the opening game, one should not "grow too fast." Instead of crassly grabbing other people's neutrals or even, heaven forbid, invading someone else's home centers, one should pursue other goals, such as getting friend and foe to move away from you. But is it really true? Do countries which "grow too fast" in the opening game really do less well than those which grow just right? A recent restatement of the rule by Len Lakofka (Diplomacy World III/3, P.4) makes possible a testing of the hypothesis. I have used the 760 Austrian game performances given in Terminus and Everything 1-30 (excluding irregular games).

Lakofka defines the "opening game" as that period which concludes when one of the major powers is at two or fewer supply centers in the winter. I find that this nearly always occurs in 1903 (42%, median and mode), 1902 (35%) or 1904 (17%). The longest was 1907 (1973FR).

The first rule is of course not to grow too slowly. Lakofka defines this as being more than two centers behind the leader. This may seem like a harsh standard, but it is a good rule of thumb for defining growing too slowly. I have accordingly purged from this list all the games in which Austria fell more than two centers behind the leader even once in the opening game. This removed 454 Austrias, or 59.8% of the total.

The remaining 306 are thus only those which grew too fast or grew just right, thereby allowing a direct comparison between the two. Of these, 52% (160) lost anyhow, 23% (69) were draws and 25% (77) were wins.

Lakofka defines "growing too fast" as being "more than two centers...ahead of any" other major power. I thus count as a "violation" any time Austria is more than two centers ahead of another surviving country. Thus A-7, I-4, T-2, E-5 (1973HP) would count as violating two countries. This gives the following:

Number of countries violated per game

	Next-to-last	Last
Losers	0.79	2.06
Drawers	1.07	2.77
Winners	1.27	2.97

"Last" here means the last year of the opening game. Remember that these data refer

only to countries which did not grow too slowly. Several things can be seen from the above. Winners, as a group, violated more countries than did losers. This difference increased as the game moved into the final year of the opening game. Note that drawers stayed a steady 0.2 behind the winners, and in the last year differed little from the winners. This makes sense: those factors which separate winners from drawers should appear in the middle or end game.

This approach can be criticized in that all violations, whether one is 3 centers ahead or 13, are counted equally. Perhaps the winners are those who avoided large-scale violations. Thus, I count "total violations" as the number of centers by which Austria has violated (i.e. been more than 2 centers larger than) another. Thus the aforementioned A-7, I-4, T-2 would give $1 + 3 = 4$ violations. This gives the following results:

Total Violations Per Game

	Next-to-last	Last
Losers	1.04	4.54
Drawers	2.00	7.45
Winners	1.75	7.93

Winners are again doing substantially more violating than losers, and drawers again closely resemble winners.

There is another way of looking at all this. Those Austrias with 4 or fewer total violations (e.g. 1974CJ, A-6, E-2, F-7, G-6, I-3, R-3, T-6, four total violations) can still be considered running with the pack. Of the 151 Austrias with four or fewer violations in the final year, 63% were losers. On the other hand, ten or more violations in the final year (e.g. 1974AK, A-8, E-5, F-5, G-7, I-4, R-2, T-3, eleven violations) is definitely running ahead of the pack. Of those 63 Austrias who did have ten or more total violations in the final year, 75% were either winners or drawers.

Indeed, the very epitome of running ahead of the pack is being three or more centers ahead of every other player in the opening game. This stupendous achievement has been done by only twelve Austrias, reported most recently in 1903 in 1972FK. Of these twelve, all were either winners or drawers.

All games referred to herein by Boardman

Numbers are drawn from Encyclopedia 30.

Some conclusions can be drawn from all of this. First, obviously, do not get more than two centers behind the leader during the opening game. If this happens, you should consider your situation fairly grim, because of those who did, 89.6% lost. If you find yourself in such a position, you should be prepared to take sizeable diplomatic and/or tactical risks, because you really have very little to lose.

Growing too fast is another matter entirely. Lakofka says, "Thus, by running with the pack, you have the best chance for success. This is not true. I have shown that those players who were able to pull away from the pack during the opening game did better, as a group, than those who could not. Of those who did not grow too slowly, the average loser was three (or more) centers above only two countries, while the average winner was three (or more) centers above three countries (in the final year of the opening game).

Finally, two cautionary notes. First, I am not implying that in the opening game one's goal should be to grow as quickly as possible. The formation of alliances is also quite important because only with such alliances can mid-game growth be assured. But you should not hesitate to take an additional center solely because such growth would be too rapid. Those Austrias which grew fastest in the opening game did best.

Second, these results, strictly speaking, apply only to Austria. I believe, however, that the same conclusions apply to the other countries (except possibly Russia, since it begins with an extra center). Austria is not atypical. Recent results (see Diplomacy World III/4, P.28) show Austrian wins about equal to wins of England, France, Germany and Turkey. Indeed, Lakofka states that the reason for not growing too fast is, "If you are two or more centers ahead you become a target, this time of the smaller powers." Presumably, they want their center back. But to be a target you must be a neighbor. No country has more neighbors than Austria. Hence, no country should be more vulnerable to the perils of growing too fast. So if Austria can get away with it, anyone can.

I would suggest using the "don't-grow-too-fast" adage as I have used it for many years in face-to-face games: Quote it freely to friend and foe alike, but don't take the advice yourself.

(Mark Berch, of Alexandria, Virginia, is of the opinion that much of what is written on strategy and tactics is unrealistic nocey. He has written previous articles attacking theories of Verheijen, Gibson, Gruen and Duncan K. Smith, and has just joined the ranks of noolishers with an all-articles effort.)

CROSS-GAME ALLIANCES

by ALBERT NEEDLE

The Diplomacy press lately has blossomed out with a number of articles, counter-articles and series of articles on the subject of ethics in postal Diplomacy. Particularly, the terms "cross-game alliance" and "cross-game negotiation" come up often, yet without a great deal of clarity on the part of their users. Perhaps it's time to put some of these discussions in perspective.

First of all, the rulebook implies, and hobby consensus agrees, that within the context of a single game, the term "ethics" is meaningless. With the seven players and their relationships among themselves, anything goes - lies, forgeries, broken treaties, you name it. It is only when we look at factors outside the confines of the individual game that questions of morality can possibly arise. It is with matters like the players' interaction with the Gamesmaster, with outside agencies like postal and telephone systems, and - most importantly - with players and events in other postal Diplomacy games, that we have to concern ourselves when we talk about ethics.

Player-Gamesmaster relations are pretty obvious. House rules almost universally contain a clause forbidding deception of the Gamesmaster by players. It stands to reason that such deceit would be an unethical action.

Outside agencies are a bit of a quandary. I have seen it expressed that the use of the telephone should be forbidden in postal games, since it discriminates against the player who can't afford a large 'phone bill. There is some truth in this, but nevertheless the position is an extreme minority one. Use of the long-distance telephone is widespread, and any ban would be impractical, impossible to enforce, and probably unsupported by the vast majority of postal players.

A couple of recommendations concerning the use of the telephone were made last year by the IDA Ombudsman (me, at that time) and Judicial Committee. We recommended that GMs not use long-distance telephone to convey game results to players. We also recommended that GMs not give game results by telephone to local players in non-local games. Both these practises, we felt, discriminated against some players in favour of others, and in a manner that is easily corrected. Opinion was by no means unanimous either within the Committee or in the hobby at large; nevertheless, I think that most people

agreed that the practise is unethical.

Now we come to the most important and most complex area: the "cross-game" factor. Ideally a Diplomacy game is an isolated entity, unaffected by what goes on in other games. We all know, though, that it just doesn't happen that way. Whenever the same pair of players meets in more than one game, their relationship is going to be affected by what goes on in both games. Some of us might criticize the player who attacks someone because they stabbed him in a different game. Some of us wouldn't, too. Very few of us would call this sort of revenge "unethical."

The other side of the coin is the pair of players who ally in one game, find they work together well and successfully, and therefore ally again when they find themselves sharing a game. This seems only natural, and I can't agree with those who call it unethical, although I've seen the opinion expressed. Players who ally on this basis are likely to be competent and realistic enough to break the alliance when it becomes expedient to do so.

This introduces the topic of Britain's Karma League, an organization of which most North Americans know little (of which I know

little, aside from what I've read in the few British magazines I receive). The Karma League seems to be a secret organization of Diplomacy players. Its membership is unknown, although various guesses have been made and various statistical techniques have been used to try and get hints. Certain people who have proclaimed themselves to be Karmans may or may not be telling the truth.

It is suspected that Karmans are pledged to ally with fellow Karmans whenever they find themselves in games together. However, a self-styled spokesman for the Karma League has said that the only Karman requirement is to respect, to the letter, treaties made with fellow members.

Is the Karma League ethical? If, as suspected, Karmans always ally with fellow Karmans, I'd say we have true "cross-game alliance" which I personally abominate. If the proviso extends to treaties only, there is a much lesser element of unethicallity, in that some of the uncertainty in the negotiation of treaties is removed; in this, Karmans have a small advantage over non-Karmans. So there is at least a small, possibly a large, breach of ethics in the existence of such an organization. But how

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CULT OF PERSONALITY (P.5) - E ____ I ____
GERMANY: UEBER ALLES (7) - E ____ I ____
SOLICITING (10) - E ____ I ____
UNSOLICITED EDITORIAL (12) - E ____ I ____
AUSTRIAN GAME PERF. (13) - E ____ I ____

CROSS-GAME ETHICS (14) - E ____ I ____
STABBING IS...EVIL (24) - E ____ I ____
PLAY IT AGAIN! (24) - E ____ I ____
NO TACTICS ARTICLES(26) - E ____ I ____

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THIS WAY...EGRESS (P.2) - E ____ I ____
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VARIANT INFORMATION (17) - E ____ I ____
(NEW-BOARD VARIANT) (19) - xxxxx I ____

VARIANT DESIGN (22) - E ____ I ____
DEMO GAME (28) - E ____ I ____
DEMO GAME ANALYSIS (29) - E ____ I ____
(continued overleaf)

to combat it, when the members and principles are unknown? Sorry, I don't have any pat answers.

The Karma League phenomenon is, at this time, completely unknown in the North American hobby. Let's hope it stays that way.

As I said, it is inevitable that events in one game influence others. Sometimes this influence is deliberate. The player who, when stabbed, suicides against the stabber and throws the win to someone else, is holding up a sign for all to see: "Don't Stab Me Or You'll Regret It!" This is a vague form of cross-game negotiation. But unethical? I hardly think so.

What is reprehensible in cross-game negotiating is the practise of using one game as a lever to gain concessions in another. "Let me survive in Game A and I'll let you survive in Game B." "Attack me in Game C and I'll attack you in Game D." The practise is by no means unknown; in fact, one prominent American player uses it regularly. I think it's unethical. Furthermore, I believe that the vast majority of Diplomacy postal players feels it's unethical. (I have no statistics to back up my conviction, however; perhaps the next hobby-

wide poll, whenever it's held, should include a question on cross-game negotiation.)

If the hobby in general feels that cross-game negotiation should be banned, it would be pretty easy to eliminate. Simply refuse to ally with, or co-operate with, anyone who uses the technique on you. Not only that; immediately make public the fact that cross-game leverage was used on you, and by whom. Public opinion is a pretty effective weapon in this hobby. Anyone who gained a reputation as a cross-gamer, when the hobby frowned on the practise, would lose credibility in a big hurry and find himself unable to get allies.

This, of course, is dependent on what the hobby in general does feel is unethical or all right. I hope this article, while providing few answers, has at least clarified some of the questions.

((Albert Leeder, of Calgary, Alberta, is a long-time publisher and player, former IDA officer and one of the most universally respected and admired hobby leaders active.))

READER RESPONSE FORM, PAGE 2

DEMO GAME MAP (32)
PUBLISHERS SURVEY (33)

- xxxxx I ____
- xxxxx I ____

TRUMPETS & HAUTOBOYS(36)- E ____ I ____
NEED A GAME? (38) - xxxxx I ____

3. PLEASE USE THE SAME 1-10 RATINGS TO ASSESS THIS ISSUE OVERALL, IN TERMS OF:

A - APPEARANCE ____ B - ORGANIZATION ____ C - CONTENT ____

4. INDICATE BY 1-10 RATINGS (1 = NEVER AGAIN IS TO SOON, 10 = I CAN'T SURVIVE WITHOUT MORE) HOW THE FOLLOWING SUBJECT AREAS APPEAL TO YOU:

- A. STRATEGY/TACTICS ____
- B. HUMOR ____
- C. VARIANT INFO/DESIGN ____
- D. RATINGS ____
- E. HOBBY NEWS ____
- F. REGIONAL HOBBY NEWS ____
- G. HOBBY POLITICS ____
- H. DEMONSTRATION GAMES ____
- I. OTHERS (PLEASE LIST BELOW):

5. YES OR NO - DO ANY OF THE FOLLOWING IDEAS FOR FUTURE CHANGES IN DW INTEREST YOU?

- A. VARIANT DEMO. GAME ____
- B. DIGEST INFO. ON THE HOBBY 'ZINES, DESCRIPTIONS/FEATURES, ETC. ____
- C. BI-MONTHLY ISSUES OF DW - ____*
- D. CHANGE TO MAGAZINE SIZE INSTEAD OF PRESENT DIGEST SIZE - ____*
- E. EXPAND DW TO 48 PAGES/ISSUE ____*

* NOTE: Implementing these ideas will involve a price increase. Assuming the increase were reasonable and announced in advance, would you object overmuch? ____

ANY ADDITIONAL OR EXPANDED COMMENTS ARE MOST HEARTILY WELCOMED - THANKS, FRIENDS!

VARIANT INFORMATION

by ROBERT SACKS and RAYMOND E. HEUER

"Walt? This is Lew. Sacks is going to get the variant column over my dead body, and...."

BANG!

-Thud-

While Conrad drags the body away, I might as well introduce us. I'm Robert Sacks, Miller Number Custodian and Devil Incarnate pro tem., and sitting over there is His Excellency al-Hadji Field Marshal Dr. Raymond E. Heuer Dada...

(Actually, I'm sitting over here, but you can't tell that from where you're sitting -REH)

Ahem! Yes, well, as I was saying, Ray is Associate Miller Number Custodian and Director of Orphan Games, and....

(To avoid any confusion, I'll just mention that I handle both Regular and Variant Orphans for all of North America, except where covered by local guarantees - REH)

Will you stop interrupting? Who's running this column, anyway?

(You really don't want me to answer that, so how about getting on with business? - REH)

Due to the fact that Conrad wants us to get this to him by a week from yesterday, this column will be necessarily brief, and....

(I've got an idea! Why don't we just give a list of the variant-type jobs running around loose, and whom they should contact? - REH)

...I will begin by plugging the variant hobby organization, which is looking for administrative officers. The chief (and the only) administrative officer of the Diplomacy Variant Commission is the Secretary, presently Gregory Costikyan, 1675 York Ave., New York, NY 10028. As Greg is going away to college this fall, we expect that we will have to replace him - anyone interested should apply to Greg or one of us. The former World Variant Association has now disbanded, and Greg has invited the WVA membership to join DVC. Membership in DVC is open to recognized variant officers and others co-opted to membership - to join, send your qualifications to Greg.

(This attempt to bring in the WVA should solve the old charges of DVC being a political adjunct to the MNC. With Greg running it, and several members who could hardly be termed "Sacks-puppets," this charge will become patently ridiculous - REH)

This will also, hopefully, bring together the two projects which DVC and WVA were independently working on. If you have an article

(original or reprint, but be sure you can give permission to reprint) or variant (new or printed only in small-circulation 'zines), send it on to Robert Sacks, 4861 Broadway, Apt. 5-V, New York, NY 10034, for possible inclusion in the DVC Handbook.

The Miller Number Recategorization Committee is now being formed by the MNC, so if you wish to help out on this, write to Robert Sacks.

(While those two projects are pretty much self-explanatory, the next two inter-related projects need a few words said about them. One is the Variant Insurance Project, and the other the Variant Playtesting Service. The VPS works thus: Various regional playtesters play the variant face-to-face among local players. After several playtest games, they send their reports with suggestions on how to improve the game, whether the game is playable, whether it is balanced, and what can be done to help balance the game or make it playable if it is not, to the Coordinator. After reviewing these reports, and taking into account his own playtesting, the Coordinator will either (a) send a letter to the designer, stating why the game is not playable, and giving suggestions, or (b) certify the game as playable to the Variant Insurance Fund and DVC, and send a letter to the designer stating this, and outlining any minor flaws that may have developed during playtesting.

(Only games which are certified as playable will be insured. At present, the plan is for each GM to pay a premium of \$5. into the fund. If the game is orphaned, the replacement GM may ask for an equal share of the Insurance Fund. Actually, that is somewhat inaccurate due to oversimplification, but you get the idea.

(We are currently looking for regional playtesters elsewhere than New York and Philadelphia, as well as a VPS Coordinator. Write Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418 - REH)

There are also a few openings in the MNC staff, most of them in Europe, to wit:

SUPERNOVA! is a science fiction gaming magazine printed by Flying Buffalo Inc. It is published irregularly (2 or 3 times a year), offset-printed, booklet format, and the latest issue was 20 pages long. Subscriptions are 5 issues for \$2. Issue #26 had news of sf games, survey results, notes about STELLAR CONQUEST from the designer, letters, book reviews, STARSHIP COMBAT variants, part one of a game MONSTER SLAYERS, chapter one of THE MCGONIGLE CHRONICLE, and ads from subscribers. To subscribe, send check or money order to Flying Buffalo Inc, Box 1467, Scottsdale, AZ 85252. Sample copy 50¢. We accept MasterCard! (To charge anything sold by Flying Buffalo, send us your MasterCard card number and expiration date.)

1. Associate MNC for Europe - principal duty is the assignment of Miller Numbers for variants in European 'zines. The job has not been satisfactorily carried out since Michel Feron dropped out, though I have had two AMNCEs since.

2. Associate MNC and Coordinator, Play-testing and Feedback Services - In addition to work as Coordinator of VPS (see earlier discussion), it is desired that the Feedback run by Calloway when he was AMNC be revised and restarted. Since Ray Heuer is handling the VPS vacancy, anyone wishing the additional responsibility for Feedback should write him also.

3. Associate MNC for Orphans in Europe - Just as I can't handle Miller Numbers for Europe personally, Ray can't handle Orphans in Europe personally; therefore, we need someone to do this job. (Please note that "Europe" does not exclude the U.K.)

4. Principal Associate MNC - Basically, I and DVC need someone who can handle photo-offset at rates under 2c/pg. (The incumbent has indicated that he wants out, as he is dropping out of the Diplomacy hobby.) The post of Vice-MNC (usually associated with Principal Associate) is also open to application.

5. Associate MNC and Librarian - A good deal of the work of the MNC and several of the projects (Recategorization, Playtesting, Handbook) require judgment based on extensive collection and exposure to variants and variant literature. Basically, I think I need another staff member, one who won't get bogged down with operational duties, to advise based on such judgment.

6. Deputy MNC for Europe - Just as I can't handle Miller Numbers for Europe personally, I have difficulty recruiting staff in Europe, determining whether my staff are doing their jobs properly, and keeping up on developments in Europe; hence the need for a direct representative.

(The last business-type item we have in this issue is a description of how the Orphan Games Project (which now also handles variants) works. If you believe that your Gamesmaster has defaulted on his obligation to run the game, or if he has declared the game to be abandoned in what you believe to be an arbitrary or capricious manner, write me (REH) giving the following details:

A. Name of 'zine, name and address of GM, and name and address of publisher if different from GM;

B. Miller Number of game and name and version of variant played;

C. Positions, supply center holdings, and last season played;

D. Names and addresses of all players currently in game and standbys on call.

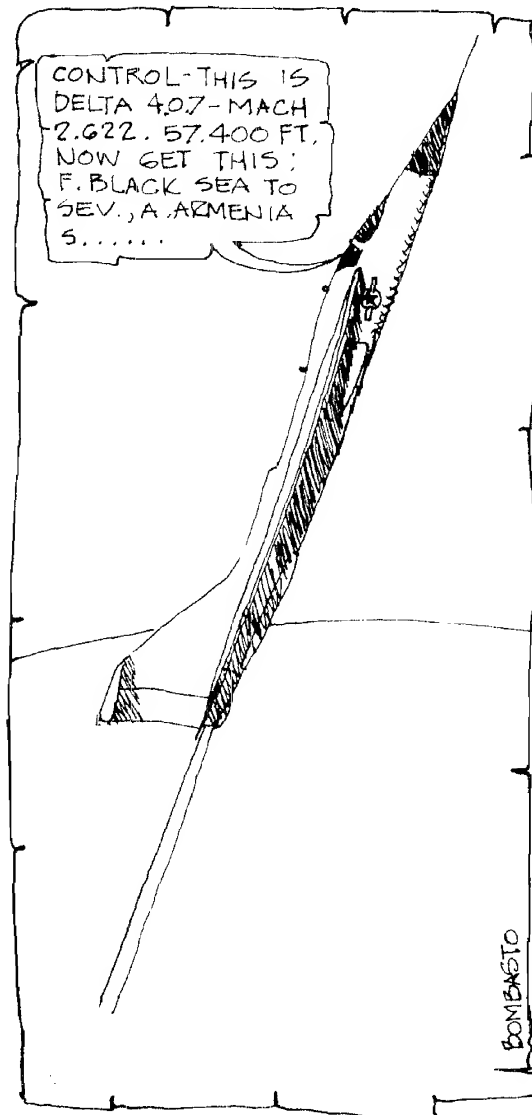
Most of this information can be supplied by sending me the last issue of the 'zine in question, which I will return.

Upon receiving this information, I will write to the person in question, to see if there is some explanation (e.g. you were dropped from the game four turns ago, which is why you don't receive the 'zine any more). If no explanation is forthcoming, or if the person confirms his dropping, I will then proceed to transfer the game.

Note that (as happened once) if the GM denies my jurisdiction on the games, and/or insists that he is about to publish, there is very little I can do about it - REH)

To fill up space, a few variant openings by reputable publishers (in future I hope to include more complete and accurate listings; if you have openings you want listed here, please let me know of them):

APA-Slobbovia, c/o Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418



(continuing game of) Slobbovia in SLOBINPOLIT
ZHURNAL

William Clumm, RR 1, Amesville, OH 44711 -
various variants in QUENDI KHEZAD DUM

Gregory Costikyan, 1675 York Ave., New York,
NY 10028 - Near Utter Chaos, Partition of the
Ottoman Empire in URF DUFAL

Ferkin Doyle, 259 Johnson St., Apt. V-1,
Philadelphia, PA 19144 - War of the Roses,
1600 in BROTHERHOOD OF THIEVS

Laurence Gillespie, 23 Robert Allen Dr.,
Halifax, N.S., Canada B3M 3G9 - Holocaust,
War in the Air in ZEPPELIN

David Grabar, 2990 13th St., San Pablo, CA
94806 - Nuclear Holocaust: World War III

John Leeder, 1211 5th St. N.W., Calgary, Alta.,
Canada T2M 3B6 - Flintlock II, Cesta Danorum,
Sacred Rhino, Diadokhi V, Imperator, Trium-
virate in RUNESTONE

John Mirassou, Rt. 2 Box 623-AC, Morgan Hill,
CA 95037 - Biplomacy in SYA-DASTI-SYA-NASTI...

Ken St.Andre, 2232 E. Pinchot, Apt. 8, Phoenix,
AZ 85016 - Young Kingdoms II, Kregen, Barsoom
in STORMERINGER

Jim Peters, 5004 N. 68th Dr., Glendale, AZ
85303 - Second Imperialism, Hyborian Dip,
in TRICERATOPS

SWISS VARIANT II

by FRED C. DAVIS, JR.

This is called the Swiss Variant II because someone came out with a simple Swiss game some time ago. This original version simply provided that Switzerland was divided into two supply centers, Geneva and Zurich, and had also a Fleet in North Africa. The present game is somewhat more sophisticated, though similar in thrust.

The important thing to remember in creating an eighth power in Switzerland is not to upset completely the existing balance in the area among France, Germany and Italy (and to a lesser extent Austria). The presence of two new Swiss armies could put terrific pressure upon Marseilles or Munich immediately, and upon Venice shortly.

Accordingly, Swabia was added to cut the Swiss power off from Munich (and vice-versa). Lombardy keeps them away from Venice, since the Lombard unit is a fleet. Note also that the existence of Croatia, though created with dif-

ferent thoughts in mind for another variant, also takes some of the pressure off of Italy. The presence of Swabia also permits moves by France and Germany which are not immediately life-threatening to each other, as occurs in the regular game whenever either moves into Burgundy.

It was also necessary to offer the Swiss player some options other than immediate attack upon his neighbors. Since there are no neutral supply centers in the area, I created one in Sardinia. Note that the sequence F Lombardy - Ligurian Sea - Sardinia enables Switzerland to obtain an easy first build if it does not antagonize Italy. Also, the division of Spain into two centers enables France to still get its traditional Iberian build by taking the new northern center, while negotiating with the Swiss for ownership of the southern center.

Switzerland is in grave danger of losing its undefended Moroccan supply center to either France or Italy. The Swiss must get the Sardinian build first, so they can build a unit in Morocco, before they can make any serious attacks. Since the southern Spanish province and Morocco are adjacent in this variant, one of Switzerland's goals should be to get France to agree to Swiss occupation of the Spanish center from Morocco. Thus, like the Italians, the Swiss will probably sit out 1901 on the fence, before making any irrevocable commitment to any adjacent power.

Obviously, each of Switzerland's four neighbors must try to get the Swiss to attack one of the other powers. This should create a lot of diplomacy.

The Swiss fleet must start from Europe, rather than Morocco. Anything else leaves the Swiss in much too weak a position. My solution was to adopt something I've used in several other variants (and was using here anyway, in Archangel) - a Special Build Center.

To attack Italy, Switzerland has to move A Zurich-Tyrol and A Geneva-Lombardy. (This could also disguise an attack on Austria.) To attack Germany, A Zurich-Tyrol and A Geneva-Swabia would be necessary. To attack France, it's A Geneva to either Burgundy or Savoy, and A Zurich-Geneva. The Swiss position will be a hard one to play, but it should be a challenge to those who are tired of the same old thing.

Comments are invited. (Fred C. Davis, Jr., 3012 Oak Green Court, Ellicott City, MD 21043, U.S.A.)

RULES FOR "SWISS VARIANT II"

1. The 1971 Rulebook will apply to all situations not otherwise covered in these rules.

2. To the seven standard Great Powers, an eighth is added - Switzerland. This Power

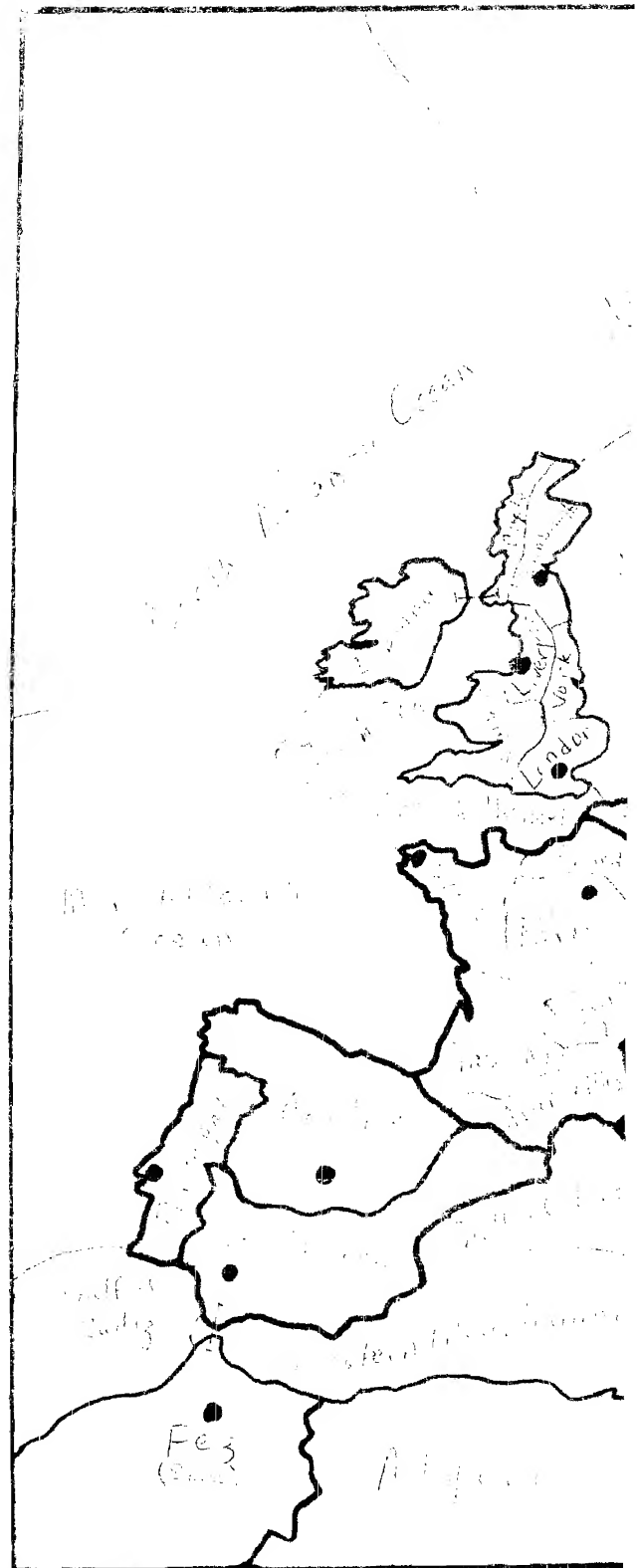
SWISS VARIANT II

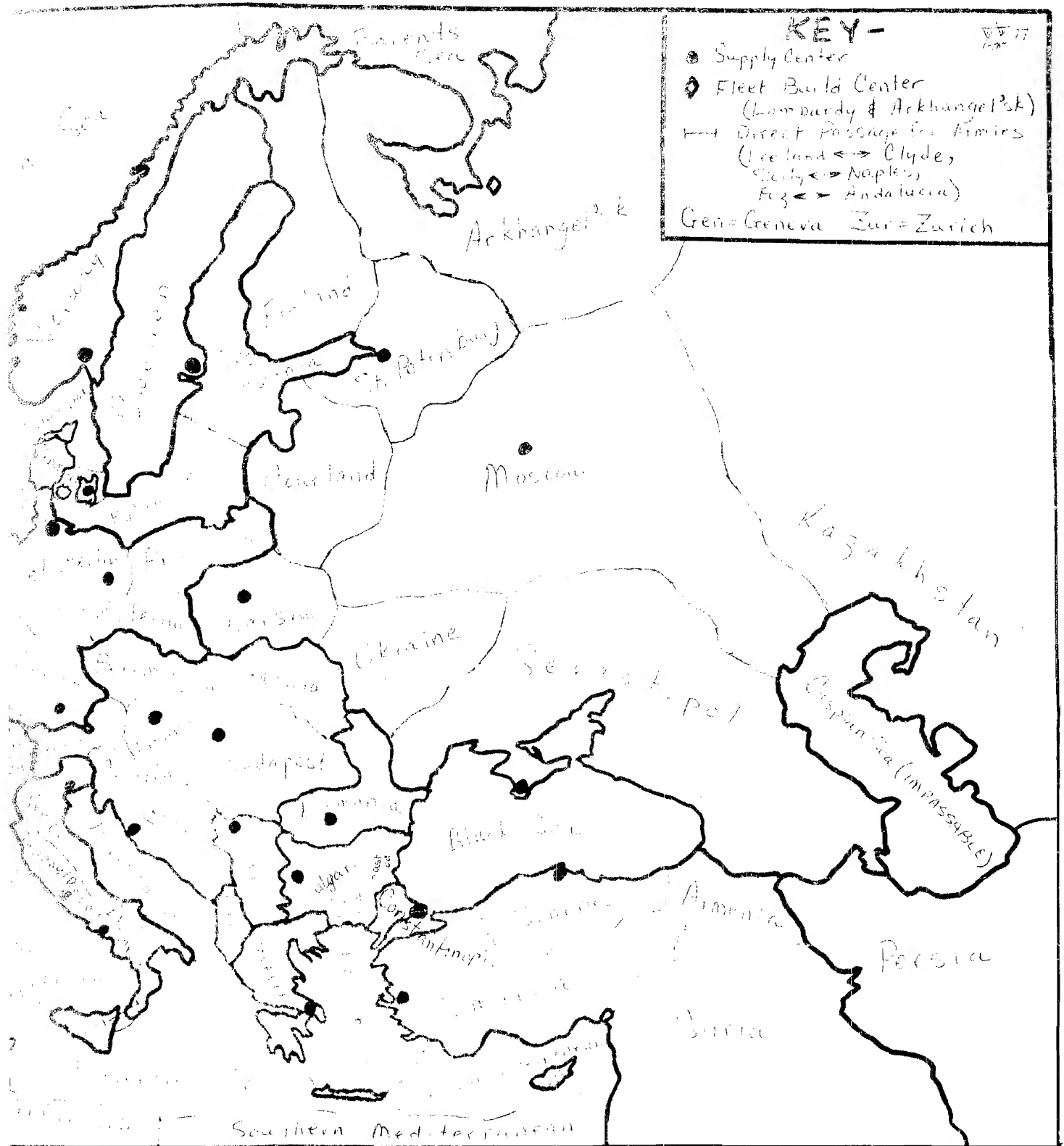
A Diplomacy variant by
FRED C. DAVIS, JR.

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consists in the following provinces (supply centers underscored): Geneva, Zurich, Morocco, Lombardy, Savoy. At the start of the game, Switzerland has: A Geneva, A Zurich, F Lombardy (not Morocco).

3. There are 39 supply centers. The victory criterion for a single power is 20. As an option, players or gamesmasters may wish to permit "alliance victories," whereby two powers may claim a joint victory if together they own 26 centers and neither owns fewer than 10.

4. In addition to the new Swiss provinces, a number of changes have been made in the rest of the board. See map for these.

5. Special build centers exist in Archangel and Lombardy. Russia is permitted to build fleets (not armies) in Archangel as long as he owns St. Petersburg. Switzerland may build fleets in Lombardy as long as he owns Zurich.

6. Direct passage for armies - that is, without convoy and without regard to intervening spaces - is possible between Naples and Sicily, Andalusia and Morocco, and Ireland and Clyde. Fleets are also permitted direct passage without regard to intervening sea spaces. This does NOT prevent fleets from moving or supporting directly between Tyrrhenian and Ionian, Gulf of Cadiz and Ionian, or moving through North Atlantic. (In the first two cases, all four provinces can be considered as coming together in a four-point meet. In the latter case, a fleet North Atlantic may move to Clyde or Liverpool, or support a move from Ireland to Clyde.)

7. When played with a Gamesmaster, it is intended that this game use Just's Fight Hand Rule for situations where a player fails to submit a retreat order. This means that any retreating unit not otherwise ordered will retreat (viewing from the geographic northernmost point of a province) to the first space to the right; if not possible, then to the first space to the left; if not possible, then to the second space to the right; etc.

In any case, in this game a player may not refuse to retreat a dislodged unit if there is a retreat possible.

In games involving a Gamesmaster, removals required but not ordered by a player will be made in accordance with the principle that the unit(s) to be removed will be that/those which least disrupt(s) the game situation. There is no requirement of removing fleet before army, unit most distant from home, or anything else of an arbitrary nature.

8. Convoy in the Swiss Variant is allowed by the usual method only for the crossing of a single sea space. This convoy will be called "Fast Ferry," abbreviated in orders "FF."

9. For convoys involving the crossing of more than one sea space may only be undertaken by the formation of an "Army/Fleet" (A/F) to carry the army 'piggy-back.' Players may create A/Fs at any time.

((Editor's note: The specialized rules which Mr. Davis has developed for his "Army/Fleet" concept, and which he has incorporated into several of his game designs, are not complicated but are lengthy. Space forbids full printing here. Interested parties may write to the designer, Fred C. Davis, Jr., 3012 Oak Green Court, Ellicott City, Maryland 21043, USA, or to the editor of DIPLOMACY WORLD, and a copy will be returned to you. Please include a long SSAE, or outside of USA an International Reply Coupon.))

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VARIANT DESIGN

by LEWIS PULSIPHER

FANTASY VARIANTS

Owing to a misunderstanding about a bit of poor grammar, the last DW variant section may have given the impression that there are few non-Tolkien variants. In fact there are quite a few, roughly as many as of the Tolkien type. As a class the non-Tolkien games are probably superior to the Tolkien group, but The Lord of the Rings is so popular that Tolkien variants are more often played by mail on the strength of the name alone.

Possibly the first non-Tolkien fantasy-based variant was HYBORIAN AGE I (5 players)

by Gary Gygax (with some rearranging-editing from me), the now well-known co-author of DUNGEONS AND DRAGONS. When I get back to America this will be available again. HYBORIAN AGE II (5 players) by Burt Labelle was relatively popular at one time, though the designer decided it was a poor game. It is available as part of the SF&F Variant Package. There is also HYBORIAN AGE III; and the Australian HYBORIAX (which I haven't seen) and Peters' HYBORIAN DIP round out the score.

Andre Norton's famous Witch World series has two Diplomacy representatives. WITCH WORLD I is another variant I haven't seen. I understand that the rules are wretched, and only one country has any chance of winning! WITCH WORLD II (5 players) by myself is in the 1974 IDA Diplomacy Handbook - see News section in this DW for availability.

Michael Moorcock's Elric of Melniboné series has recently attracted three representatives, YOUNG KINGDOMS I and II by Ken St. Andre (II is just being finished, and I never received the rules for I, though I have the map - drat you K.S.A.), and AGE OF THE YOUNG KINGDOMS (6 players) by Peter Mearns.

John Leeder's DALARNA I and II depict events some time after the conclusion of the excellent Well of the Unicorn, by Fletcher Pratt. I've never understood how a competent Emperor could lose, but he has lost in at least one postal game.

EARTHSEA DIPLOMACY by Thomas Galloway, which was printed in DW I, 4, uses the Earthsea Islands map but otherwise has nothing to do with Ursula LeGuin's trilogy.

There are also three fantasy variants not based on any novel or series. All use relatively detailed rules for magic, wizards and heroes not found in other variants. These are: THE DYING EARTH (any number of players) by myself, available in the SF&F Variant Package (not based on Jack Vance's books, except for a few spell names); SWORD AND SORCERY DIPLOMACY (7) by Scott Rich in DW II, 3; and MAGIC DIPLOMACY II (I was never printed) - the author's name escapes me, but the variant itself obviously derives from DUNGEONS AND DRAGONS, unlike the other two.

The Science Fiction and Fantasy Variant Package, which includes a dozen variants printed offset, is available for \$2.25 (third class) from Jim Pulsipher, 423 N. Main St., Bellevue, MI 49021, U.S.A. The equivalent in Sterling (£1.35) can be sent to me at London House, Mecklenburgh Square, London WC1N 2AB, U.K., but be prepared to wait two months for sea mail unless you buy a copy from me in person.

DIPLOMACY VARIANTS AND PLAY BALANCE

Publication of Jim Peters' HYBORIAN DIPLO-

MACY brings to the fore a fundamental dichotomy in how people view Diplomacy variants. Play balance is an expression of how equal or unequal the chances are for each player to do well in or win a game. In a game with perfect play balance each player has the same chance of winning as every other player. I complained to Conrad that a variant with such poor play balance, even with Conrad's changes, should not have been printed in DW. His reply was that the balance is rotten, but so what? To him, it's a fun game. My attitude is, maybe it's a fun game, but (A) there are fun games which are also well-balanced games, and consequently more deserving of wide distribution, and (B) for many players, no Diplomacy-type game can truly be fun if one or several players have too much advantage; unlike Conrad, many players play to win as well as to play, and especially hate to lose because there's something wrong with the game - it's frustrating, as I know from personal experience with Tolkien games.

Too often, players unfamiliar with variants finally try one that sounds interesting, only to find that it is poorly balanced. Why play such junkheaps for years (by mail) to a partially foreordained conclusion, they say. Variants are trash, they decide, and they never touch another. Here in Britain, for example, THIRD AGE II (Tolkien) was very popular for a while, with at least seven postal games going simultaneously. But the players found, after it was too late to give it up honorably, of course, that TA II has lousy play balance. Many players became permanently disgusted with all variants because of this bad experience with one, and the effects still show years afterward.

Unless some simulation aspect demands distortion of play balance - and if it does, then the designer will be better off devising a new game system rather than use Diplomacy - there is no excuse for designing a poorly-balanced game. If for some reason the designer deliberately chooses distorted balance, the aberrations should be clearly spelled out in the rules so that players will realize what they're up against and can attempt to compensate through diplomacy for the innate superiority of certain countries. Otherwise, players new to the game might not see the problem until it is already too late and the game is ruined. This is not satisfactory, but it is the best that can be done when the simulation bug strikes.

If you play HYBORIAN DIPLOMACY and find that some players have much better chances than others, please remember that this is not typical of good variants; and, in general, whatever variant you play, consider that there are over 500 variants altogether, and no single one of them can be an archetypical example or epitome of what is good or bad about variants.

STABBING IS AN EVIL THING

by RICK LOOMIS

You are all undoubtedly aware that there are two noisy sides to the question of backstabbing in Diplomacy: One group feels that "stabbing" is "Evil" and that all alliances should be forever; the other group feels that the first group is "ruining the hobby," that "stabbing" is a very important part of the game, and that anyone who doesn't stab is some kind of party-pooper.

I was going to make some kind of middle-ground comments about how both points of view are part of the game, and so forth, when a Diplomacy variant occurred to me! So actually, instead of another dull "Stab vs. Non-Stab" article, this is a description of still another variant. I'm not going to give it a name until the end, as that would give away the punch line.

In this variant, all agreements and alliances are written down, signed by both parties, and turned in to the moderator. Let's say that Walter feels that Len has stabbed him. The moderator announces in the magazine the next turn that a stab has been claimed, and prints Walter's side of the story. The following turn, Len sends his side of the story to the moderator, and it is printed. The turn after that, Walter gets a chance to answer Len's arguments, and the turn after that, Len gets one more chance. Then all seven players (including any who were eliminated previously) vote on whether or not Len has stabbed Walter. If the majority votes that Len has indeed stabbed Walter, then on the next turn, the moderator prints in large letters in the magazine: "Len is an Evil Person." Of course, this has no effect whatever on the game! I call this variant "United Nations Diplomacy." Or maybe we ought to make that "League of Nations Diplomacy."

((Rick Loomis, of Scottsdale, Arizona, is postal Diplomacy's only professional gamesmaster, running a variety of multi-player games via his Flying Buffalo, Inc., services. He is especially famous for having actually won a postal Diplomacy game once - as Italy!))

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PLAY IT AGAIN!

INTRODUCTION by R.T. Correll

With the postal Diplomacy hobby growing larger and increasingly splintered, Diplomacy World has the opportunity to fulfill an important function in the hobby as a unifying force. Walt as retiring editor succeeded admirably in getting DW off to a successful start and in emphasizing the unifying objective of it.

One of the hobby's traditions has been the reprinting of fine articles to allow for their wider distribution before all the hobby's players. With this objective in mind, I am initiating a series of reprints of worthwhile articles. Your suggestions in the selection of these articles would be appreciated; please feel free to drop me a line if you see something worthwhile. (R.T. Correll, 44 Rawlinson Avenue, Toronto, Ontario, Canada M4P 2M9.)

Our first reprint comes from the pages of Fol Si Fie (No. 79, p. 4-6), which has in the past three years established a reputation for regularity, interesting games, and relevant articles. Entering our hobby from postal chess, Randolph Smyth has developed a successful playing style which he has been generous enough to share with his readers in a number of articles on points of postal play. Comments or enquiries about the article or about Fol Si Fie may be directed to: Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5.

THE AUSTRIAN NAVY: A VIABLE ALTERNATIVE

by RANDOLPH SMYTH

As a preamble, I should note my own bias towards a balanced strategy permitting tactical flexibility, which I feel is the major non-diplomatic lesson to be learned by most novices. Certainly one of the best indicators of the possible future of a given alliance, as viewed by an outsider or incoming standby, is the distribution of fleets and armies. Their position is of lesser importance (except where the two-front Russian fleets are concerned), since an atmosphere of goodwill usually suffices to rearrange a battle line within one game year. Players often get hung up on giving units an orientation (direction of action) based on

relative positions which arose some time ago under different conditions. 90% of the time this is valid, but need I say that the opportunity of the remaining 10%, if taken, provides the most spectacular reversals of the game and generates most of the interest?

France, Italy, Russia and Turkey are traditionally freer in the initial years: that is, they build armies or fleets as the situation demands without being thought unusual by observers. England is usually tied to fleets, while Germany needs armies; the tendency is usually emphasized when the two ally, and it may even be said that the "wrong" build by either bodes trouble for the other, immediately or later, even if there has been prior agreement on the subject.

Austria is, in practice, the worst "offender" of all. Unless sparks fly in 1901 in the Ven/Tri area, an Austrian player commanding more than his one initial fleet at any stage of the game is a rarity, even when doing well. If either Italy or Turkey is willing to deal, naval responsibilities are left to the ally; while if neither is friendly, more fleets will be badly outnumbered anyway, and of little use for the defense of the homeland which will probably be necessary.

It's my suggestion that an Austria who is holding his own in the southern negotiating and is self-confident enough to try for a really good finish by pre-Winter 1901 does well to build fleets from the beginning. This cannot be an explosive process, with an obvious maximum of one fleet per year, so unusual attention to diplomacy with I/T is necessary. Your trump card is that each is naturally eyeing the other over the supremacy of the southern waters. For several game years (until your first enemy is on the run) your own naval interests can be represented to your ally as a support effort: "two navies are better than one."

Unless you are comfortable with a Turkey permanently deflected north in an attempt at Russian expansion while you continue west after taking out Italy (which almost begs for the stab), you must ultimately resign yourself to (1) having your laboriously engineered fleet commitment languish, e.g. after taking out Turkey while Italy has squared off against France, or (2) lacing into the remaining sea power in the Mediterranean. The first option is clearly inferior unless forced, so the fleet-building strategy is only useful if you are confident that either Italy or Turkey can be persuaded to leave you an opening for a middle game stab. Ally with him, crush the other, and then....

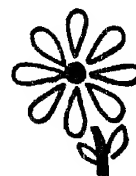
In the middle game, unless your northern neighbours are aggressive, the maritime emphasis is indirect protection of your home centers as well in the event of successful counter-attack. That is, you will be at war with one

of I/T first, then the other; then England or France in Iberia. If they can throw you back, they are fleet-oriented themselves and your landlocked home centers are likely to remain pretty secure no matter how badly you fare against them.

Where does Russia fit in? He must be neutral at least, since a Russo-Austrian war requires armies on your part. Given initial neutrality, a long-term alliance should be developed over several game years, and is relatively easy to promote once he notes your commitment to the south and few worrisome armies on his border. The best course is to urge him north to maintain the balance among E/F/G. If he insists on southern action, look out; but it's a rare Russian who will fight Turkey and think of challenging Italy in the face of Austrian discouragement! Such an announcement may be a signal that he's eyeing you as well; better re-evaluate your optimism.

The most critical stage of this strategy usually comes after your southern ally has the power to continue against his major enemy and still hold you off, while Russia is tempted by your lightly-defended home centers. That's not to suggest that you should hurry to get past this phase: you don't want the quick destruction of your first southern enemy, since you need three game years to pile up fleets and set Russia some imperative problems up north. Thus Italy should move west to the extent that Russia moves south if the first enemy is Turkey; while you must keep things cool in Black Sea if you ally with the Turks, or you'll be dragged into a premature war in that area. Actually, if you concentrate on maintaining the balance at the other end of the board by whatever method, the situation in your area should unfold properly with you in the driver's seat.

Ah, you're saying "No wonder we never see this one, too many conditions." Most of them arise with only the gentlest nudges from a competent Austrian, perhaps because the emphasis is so unexpected by your neighbours. I've had no trouble applying an Austrian naval strategy in two games as superficially different as night and day. The unorthodox game is a nice change and can give you more mastery of your fate: you can control a pool of 8-12 centers with armies very nicely, but Austria is never a winning threat without either a rather foolish puppet - or a strong navy. So if you want to finish before 1915, get started early!



WHY THERE WILL BE

NO TACTICS ARTICLES

IN THIS YEAR'S DIPLOMACY HANDBOOK

by GREG COSTIKYAN

In the last issue of this magazine, an article by Ferkin Doyle and Charlie Spiegel, "Diplomacy and Chess," was printed, which proposed that the Diplomacy hobby be unified under a single organization. It proposed specifically that the Boardman and Miller Numbers be administered, face-to-face tournaments run, the DipCon held, games guaranteed, and 'zines rated by this organization. In short, the article proposed that the hobby "grow up" - that it stop playing with itself and become unified, adult, serious, that all the independent functions be collected under a single roof.

I oppose this proposition both on real and moral grounds, and believe that there is a great deal of support for my position.

Firstly, unification of the hobby under a single organization is not feasible. There are too many diverse and vociferously opposing voices in the Diplomacy hobby; can one imagine an organization in which Len Lakofka, Walter Buchanan, Robert Sacks and myself all actively participate? Secondly, throughout the history of the hobby, organizations have shown themselves to be incapable of achieving a great deal; almost all the worthwhile work that has been done in this hobby has been done by individuals. The Boardman and Miller Numbers, the various game-insurance plans, the rating systems, the DipCon, and the Orphan Games Project were all started and continued by individuals; all have continued to operate since their inception, being passed from hand to hand.

The organizations, on the other hand, have shown a marked tendency to degenerate and then fall to pieces. IDF, TDA and IDA were all destroyed by internecine bickering and constitutionally questionable actions on the part of their leadership; none has accomplished what amounts to a hill of beans beside the other accomplishments in this hobby.

But quite apart from these facts, quite apart from the fact that a hobby-spanning organization is unfeasible and likely to fall apart, such an organization, and domination of the hobby by such an organization, is repugnant - repugnant for personal and moral reasons.

I'm a Diplomacy publisher and a member of the Diplomacy hobby. This means that I own a mimeo machine, attempt to put out a publication on a regular schedule, write and print articles, involve myself in hobby politics, participate in feuds, correspond with friends, design variants - and so on. I haven't played a game

of face-to-face Diplomacy in over a year, and the only time I get into postal games is when I take over standby positions.

I gain a fair amount of amusement from the Diplomacy hobby - that is, I have fun. And this is, after all, what the Diplomacy hobby is about. It is a hobby, and not an occupation; one attempts to get a little fun out of it, not an increase in personal power nor betterment of soul.

The Diplomacy hobby is not just a hobby in which one plays Diplomacy; it is a hobby in which one prints 'zines, writes articles and press, carries on correspondences, meets people and even carries on feuds and hobby politics.

Let us face it: Diplomacy itself is too boring a game to support the structure that has grown up around it. Diplomacy is intricate, fascinating for a time; it is one of the best time-killers I know. But, in the end, the Diplomacy hobby consists in more than just the postal play of Diplomacy; it consists in the creativity of the people who have fostered it. It consists in the effort that can produce such diverse and enjoyable 'zines as COSTAGUANA, BLACK HOLE, DER FLIEGENDE HOLLAENDER, and (ahem) URF DURFAL. It consists in brilliant press series, enjoyable articles, correspondents, feuds, hobby politics.

Yes, the Diplomacy hobby could be made Safe and Sane. It might be possible to set up a body to administer all the functions of the varying hobby groups and individuals who now administer them - but the hobby would lose some of its diversity in doing so. We could set up a rating system so novices would know which GMs were reliable, but in so doing we would punish those publishers who are not reliable as GMs, but continually produce enjoyable and exciting 'zines. We could set up a system to prevent rip-offs, but such systems can be undermined.

Do we really want to turn the American Diplomacy hobby into an organization-dominated one, such as the British Diplomacy hobby has become? In this age of group effort, is it necessary to stifle the creativity of the individuals in the hobby by erecting barriers to their freedom? Is it really worthwhile to "organize" the hobby into one devoted to the postal play of Diplomacy to the exclusion of all else?

I am Special Projects Editor of IDA/NA (not entirely to my liking). As a result, I will be editing this year's Diplomacy Handbook. There will be no tactics articles in the Diplomacy Handbook, because tactics articles are one of God's most boring creations. The Handbook will concentrate on the worthwhile things in the hobby - the 'zines, the people, the traditions, the press, the articles, the hoaxes - whatever the unlimited creativity of the people who founded and have continued this hobby can produce.

AMERICAN WARGAMING ASSOCIATION

PHILOSOPHY

The American Wargaming Association (AWA) is a group of gamers working together to make wargaming more fun. We believe that wargaming is a hobby, and that it needs a national hobby organization. The AWA, founded in July 1973, exists entirely for the benefit of its membership and for wargaming in general. All AWA officers are democratically elected, unpaid, dues-paying members.

The AWA supports conventions, publications, and local and special interest groups in order to help wargamers find other hobbyists with common interests. Members are encouraged to "do their own thing" and to help themselves by organizing locally and regionally. The AWA helps them by publicizing their actions and by acting as an information clearing house. AWA activities include all branches of the hobby: boardgaming, Diplomacy, miniatures, and role-playing games.

BENEFITS

- Conventions and local meetings
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- Discounts from local hobby stores and regional distributors
- Special Interest Groups, affiliated Societies.
- Ratings, play-by-mail tournaments, PBM random number sheets, Convention Advisory Board, Player Directories, and more! Not to mention...

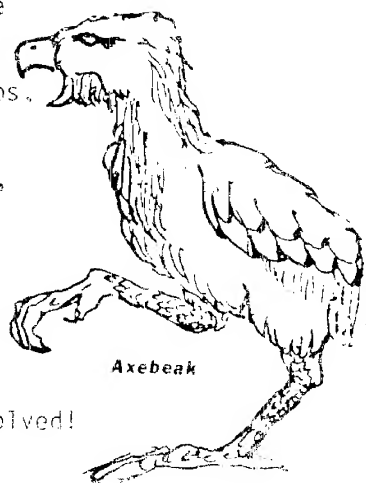
The American Wargamer

is the monthly offset newsletter of the AWA. Each 12 page issue is packed with convention announcements, game reviews, AWA news, local club notes, battle reports, miniatures scenarios, game variants and tactical notes,...!

Editorial policy puts first emphasis on hobby news. But with 12 pages every month, there's still plenty of room for lots of material on all parts of the hobby.

To Join

just send a check or order for \$5.00, payable to the American Wargaming Association, to Kevin Slimak, Box 3514 D, Edwards AFB, CA 93523. Why not help yourself (and the hobby)? Get involved!



HOOSIER ARCHIVES

DEMONSTRATION GAME NUMBER SEVEN

THE YOUNG TURKS GAME - 1977CL

REPRINTED FROM HOOSIER ARCHIVES 214-219

We are very pleased with the field assembled for our seventh demonstration game. All the players are multiple winners except for Howard Mahler, who has a win and a couple of draws to his credit as well as being a current player in the Little Wars Demonstration Game. Of the other players, all have placed high in several rating systems except for Gary Behnen, who has just completed his second win. This has allowed us to inject a lot of new blood into the roster while at the same time maintaining a top-notch field. Only two of the players are HA veterans while five are not. We therefore thought that "The Young Turks Game" would be an appropriate title.

To increase spectator interest, the game is being run under a strict 2-week schedule. As an aid to following the game, one of the hobby's rising young publishers, Tony Watson, will be giving a blow-by-blow analysis. A press release war is being carried in Hoosier Archives, although due to space limitations it won't be reprinted in DIPLOMACY WORLD. For you hard-core press fans, HA is still available at 10/\$2.00. Subscriptions are not encouraged, however.

Country assignments were chosen "by lot." Prince John Douglas selected each player's country by withdrawing the appropriate colored cube from a hat. Prince William acted as a witness to keep him from cheating. Some unfounded rumors were circulating around that some of the players were attempting to bribe John by offering him candy if they could get a good country. William said that if he didn't get candy, nobody was going to get candy!

An introduction to the players follows, along with their addresses. The winner of the game will receive possession of the second traveling HA trophy. Edi Birsan just got permanent possession of the first trophy by winning his second HA Demonstration Game. Incidentally, we are still using the Tretick system of having a standby for each country, and each player has selected his own standby. They are:

AUSTRIA: Lee Kendter
ENGLAND: Jerry Rogowski
FRANCE: Arnold Vagts
GERMANY: Paul Clement
ITALY: Roger Oliver
RUSSIA: Henry Kelley

TURKEY: John Winters

The standbys are submitting moves each season to be used in case the regular player misses. Two misses in a row and the standby takes over.

Winter 1900

AUSTRIA: John Boyer, 117 Garland Dr., Carlisle, PA 17013. John is not only playing in the HA Demonstration Game but is in TSR's LITTLE WARS Demonstration Game as well. He ranks third on the Stars & Bars Rating List, is in the top 10 on the Brobdingnag Rating List, and places on the 3d board of the ODDMOD Rating List.

ENGLAND: Steve McLendon, Box 57066, Webster TX 77598. Not only is he a multiple winner of postal Diplomacy games, but Steve ranks at the top of the second board of the latest Brobdingnag Rating List as well.

FRANCE: Bruce Schlickbernd, 6194 E. 6th St., Long Beach, CA 90803. An HA Demonstration Game veteran, Bruce ranks on the third board of the latest Beyerlein Player Poll (BPP) and on the fourth board of the Brobdingnag Rating List. He is well known also as a press writer.

GERMANY: Gary Behnen, 9245 Tea Rose Ln., Crestwood, MO 63126. Not only is he a multiple winner of postal Diplomacy games, but Gary is also well known for writing a series of articles in DW to teach novices how to play in his post as Novice Instruction Editor.

ITALY: Howard Mahler, 7-16 Leggett Place, Whitestone, NY 11357. Although best known for his work in designing variants, Howard has won and drawn several regular games and is currently playing in TSR's LITTLE WARS Demonstration Game.

RUSSIA: Eric Verheiden, Cal Tech 1-86, Pasadena, CA 91126. Eric is best known for his extensive work with stalemate lines. However, his fame as a player is spreading and he now places on the second board of the BPP, the Stars and Bars Rating List, and the Calhamer Point Count Rating List.

TURKEY: John McKeon, 88-00 Shore Front Pkwy., Rockaway, NY 11693. A multiple winner of postal Diplomacy games, John ranks on the second board of the latest ODDMOD Rating List and is on the fourth board of the BROBDINGNAG Rating List.

Spring 1901

AUSTRIA:	A Bud-Ser, A Vie-Bud, <u>A Tri-Alb</u> (nsu)
(Boyer)	
ENGLAND:	F Edi-Nwg, A Lvp-Yor, F Lon-Nth
(McLendon)	
FRANCE:	F Bre-Mid, A Par-Bur, A Mar S A Par-Bur
(Schlickbernd)	
GERMANY:	F Kie-Den, A Ber-Kie, <u>A Mun-Bur</u>
(Behnen)	
ITALY:	A Ven-Tyo, A Rom-Ven, F Nap-Ion
(Mahler)	
RUSSIA:	F StP(sc)-Bot, A War-Gal, A Mos-Ukr, <u>F Sev-Bla</u>
(Verheiden)	
TURKEY:	A Con-Bul, A Smy-Con, <u>F Ank-Bla</u>
(McKeon)	

Fall/Winter 1901

AUSTRIA:	A Ser-Gre, A Bud-Ser, <u>F Tri-Ven</u> (/r/ d). Owns: Bud, Vie, T H , <u>Gre</u> , <u>Ser</u> (4). Builds A Bud, A Vie.
ENGLAND:	F Nwg-Nwy, A Yor-Bel, F Nth C A Yor-Bel. Owns: Edi, Lvp, Lon, <u>Bel</u> , <u>Nwy</u> (5). Build F Lvp, F Lon.
FRANCE:	F Mid-Por, <u>A Bur-Mun</u> , A Mar-Spa. Owns: Bre, Mar, Par, <u>Por</u> , <u>Spa</u> (5). Builds A Par, F Mar.
GERMANY:	<u>F Den-Swe</u> , A Kie-Hol, <u>A Mun-Bur</u> . Owns: Ber, Kie, Mun, <u>Den</u> , <u>Hol</u> (5). Builds A Kie, F Ber.
ITALY:	A Ven-Tri, A Tyo S A Ven-Tri, F Ion-Tun. Owns: Nap, Rom, Ven, <u>Tun</u> , <u>Tri</u> (5). Builds F Ven, F Nap.
RUSSIA:	<u>F Bot-Swe</u> , A Gal-Rum, A Ukr S A Gal-Rum, <u>F Sev-Bla</u> . Owns: Mos, Sev, StP, War, <u>Rum</u> (5). Builds A Mos.
TURKEY:	A Bul S AUSTRIAN A Ser-Gre, A Con-Smy, <u>F Ank-Bla</u> . Owns: Ank, Con, Smy, <u>Bul</u> (4). Builds F Con.

ANALYSIS by TONY WATSON

1901:

For the most part, the spring openings were standard, though some were indeed interesting. Whenever a group of good players comes together, one can expect subtle variations on the more traditional beginning moves.

In the west, McLendon's move of A Lvp-Yor was probably due to one or both of the following: A distrust of Schlickbernd's France; and/or a small offering to allay the fears of the Russian. It is important to note, however, that A Yorkshire can get into Norway via the North Sea.

Schlickbernd's supported move to Burgundy displays a marked, and well founded, suspicion of Germany. At this point Germany should have seen that no quick gains were forthcoming against France. Behnen's blocked attack on Bur-

gundy precluded him from having much say in the ownership of Belgium that fall.

Italy's opening pretty much foredoomed that this was not going to be a good year for the Austrians. In this light, Boyer's botched move (!) is not as serious as it could be, though it does cut down on his tactical options for fall.

Verheiden's opening clearly broadcast the fact he intended to have a strong initial position in the Balkans. The move to Galicia is important. From that position he can move into Rumania or support Ukraina to Rumania, thus giving reasonable assurance of an army in Rumania, infinitely more useful than a fleet. Such a move to Galicia might have antagonized a more secure Austria; here, it just intimidates him.

In the Black Sea, the standoff insured that neither Russia nor Turkey would gain an early advantage.

The fall moves provided more surprises and

Spring 1902

AUSTRIA: A Ser-Tri, A Vie S A Ser, Tri, A Bud S A Ser-Tri, A Gre-Ser.
 ENGLAND: F Lvp-Nat, F Lon-Eng, A Bel-Pic (a), F Nwy-StP(nc), F Nth-Nwy.
 FRANCE: F Por-Mid, F Mar-Lyo, A Spa-Mar, A Bur S GERMAN A Hol-Bel, A Par-Pic.
 GERMANY: F Ber-Bal, F Den-Nth, A Hol-Bel, A Kie-Ruh, A Mun-Tyo.
 ITALY: F Tun-Tyn, F Nap-Ion, F Ven-Adr, A Tri-Vie (/r/ Alb), A Tyo S A Tri-Vie.
 RUSSIA: F Bot-StP(sc), A Mos-StP, F Sev-Bla, A Rum-Bul, A Ukr-Rum.
 TURKEY: A Bul-Ser, F Con-Aeg, F Ank-Bla, A Smy-Arm.

Fall 1902

AUSTRIA: A Vie-Tyo, A Tri S A Vie-Tyo, A Bud-Ser, A Gre-Bul. Owns: Bud, Vie, Ser, ~~Gre~~, Tri, Bul (5). Build 1.
 ENGLAND: F Nat-Mid, F Eng S FRENCH F Mid-Bre (nso), F Nth-Den, F Nwy S RUSSIAN F Bot-Swe. Owns: Edi, Lvp, Lon, Nwy, ~~Bul~~ (4). Constant.
 FRANCE: F Mid-Iri, A Par-Bre, A Bur S GERMAN A Bel, A Mar-Tus, F Lyo C A Mar-Tus. Owns: Bre, Mar, Par, Por, Spa (5). Constant.
 GERMANY: F Bal-Swe, F Den S F Bal-Swe, A Ruh-Hol, A Bel S A Ruh-Hol, A Mun-Tyo. Owns: Ber, Kie, Mun, Den, Hol, Bel (6). Build 1.
 ITALY: A Tyo-Pie, F Tyn-Lyo, F Ion-Gre, A Alb S F Ion-Gre, F Adr-Ion. Owns: Nap, Rom, Ven, Tun, ~~Tri~~, Gre (5). Constant.
 RUSSIA: A Mos-StP, F Bot-Swe, F Sev-Bla, A Ukr-Sev, A Rum S AUSTRIAN A Gre-Bul. Owns: Mos, Sev, StP, War, Rum, Swe (6). Build 1.
 TURKEY: F Aeg-Gre, A Bul S ITALIAN A Alb-Ser (nso)/r/(Con, d), F Ank-Bla, A Arm-Sev. Owns: Ank, Con, Smy, ~~Bul~~ (3). Remove 1 (if A Bul /r/ d, Constant).

some more predictable maneuvers. A Russian army in Rumania was no surprise, though the choice of Galicia was interesting. It left Ukraina in position to support fleet Sevastopol if need be and takes into account the possible, but unlikely, Austrian move A Bud-Gal coupled with a move to Rumania by Serbia or the Turkish army in Bulgaria.

The Turkish moves reflect a "neighborliness" towards Austria (propping up may be a more accurate term). Certainly it was obvious to Mr. McKeon that if Austria fell too soon, he would be faced with a very powerful Italy and possibly a strengthened Russia as well. Additionally, his move to Smyrna leaves Constantinople open for a build; the fleet built there in winter allows him the option of settling the Black Sea standoff, or heading west.

The Italian grab of Trieste came in spite of the rather feeble Austrian defense. It was a guessing game, as the Austrian could reasonably have been expected to use Budapest to support Trieste or move to Vienna. The real purpose of the Austrian fleet move to Venice escapes me.

Out west, the English were able to take advantage of French-German headbutting along the border to glide into Belgium and a second build. Very handy!

Schlickbernd was forced to take the Iberian centers with the fleet in Portugal and the army in Spain, precluding the more useful placement of the fleet in the south coast of Spain.

The German move was more interesting. Despite the fact that his war in the west was stagnating, he felt confident enough to antagonize

the Russian by blocking the attempt at Sweden. Following this up with the seldom seen fleet build in Berlin, shows he not only intended to block the Russian; he wanted it for himself!

Other winter builds of interest include the Austrian disbandment of the retreating fleet in Trieste to build two armies. This places him in very good shape to regain Trieste, as long as he has no problems in his rear from Turkey or Russia.

England's mobilization of two fleets and their initial placement was clearly anti-French and caught Schlickbernd by surprise with an army in Paris and a fleet in Marseilles. Already having a toehold on the continent, McLendon is in fine shape to move against France.

1902:

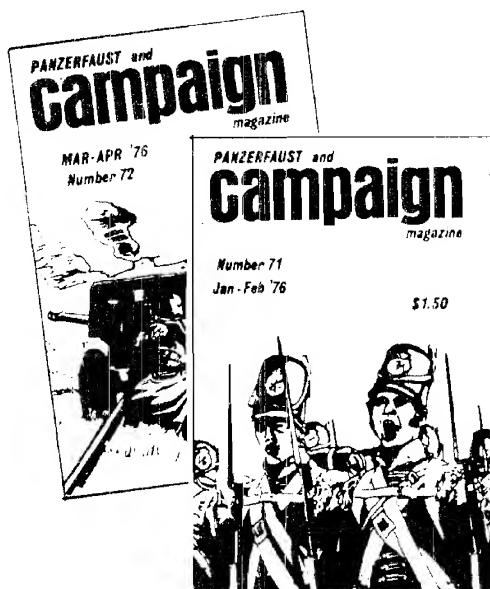
McLendon does move against France, but he pesters Russia as well. Both developments are somewhat weak, as if he is not sure whom he wishes to commit himself against. The move F Lvp-NAt, while a smart move, reflects this ambivalence. In the north, F Nwy-Bar combined with F Nth-Nwy would have given him much better position against St.Petersburg, the first goal in any Anglo-Russian war. If he were serious about attacking Russia, building the fleet in Edinburgh during the winter would have been much better. In his attack on France, McLendon was totally screwed by the Franco-German coordination; no doubt he believed he had Germany's full blessing in such a move (A Bel-Pic). This is certainly understandable in view of Behnen's moves throughout 1901.

In fact, the French and Germans putting aside their differences to coordinate against England is, in my opinion, the most interesting aspect of the spring moves. It appears that Behnen has (quite sensibly) come to terms with Schlickbernd, and quite lucrative terms at that. He gains not only Belgium, but the opportunity to concentrate on antagonizing Russia and Italy as well as England!

With a little help from his friends, Boyer is recovering. It is certainly a tribute to his diplomacy to note that he gets both Germany and Turkey to render him aid. The standoff in Serbia prevented the Russians from slipping in and tied up only two units.

Mr. McKeon continues to prop up Boyer. He seems to be willing to accept a stagnant front with Russia in order to move into the Mediterranean, presumably to challenge Italian seapower. He certainly had the option of booting Verheiden out of the Black Sea, and it is noteworthy that he did not exercise it.

And poor Verheiden, stymied both north and south, is bound to explode, if only from frustration.



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The fall moves belie the possible formation of some enduring alliances, or at least the declaration of regular enemies.

In the north, McLendon's timely aid allows Verheiden to gain Sweden at last. Behnen does represent a serious enough threat to warrant an Anglo-Russian alliance, but it is interesting to note that Verheiden did not buy the idea completely, or why the move to St. Petersburg?

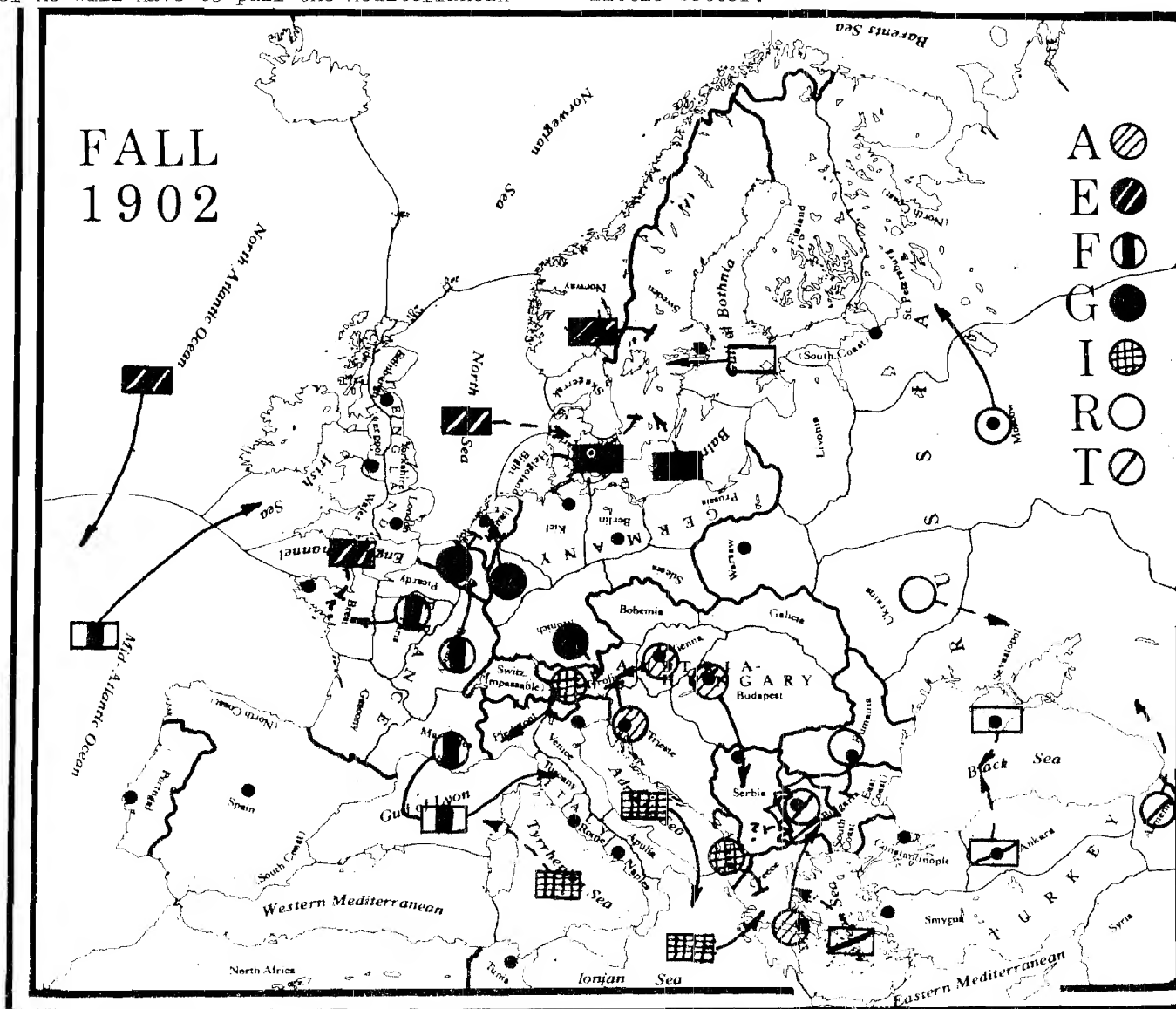
Out along the Atlantic shore, an interest-game of "gotcha" begins as the English and French trade throat holds. In Spring 1903 there is nothing to stop Schlickbernd from taking Liverpool and nothing to get in McLendon's way if he should choose to go for Portugal. The center swap will be even but to England's advantage positionally, if followed up by a move to the Mid-Atlantic.

Schlickbernd's situation is no picture of health but certain points are in his favor. His army's position in Tuscany is good as it threatens Mahler and ties up more units than are committed. If things work out well for him he could gain Naples or Rome. Much depends on whether he will have to pull the Mediterranean

fleet to the Atlantic. He has much to fear from coordination of Italian and English fleets.

Irrepressibly, Austria continues to improve his position. Shirking Turkish aid for Russian, he gains Bulgaria at the loss of Greece. It is recoverable, however, if Mahler and McKeon do not coordinate. Boyer is in good condition to strike at Italy (his position on Venice is good, and Trieste can always be used to cut Albania's support of Greece) while Mahler's offensive options against him are nearly nil.

In fact, after a very good first year, Mahler is placed on the defensive. Albania can be used to cut the support that Trieste might give to Tyrolia, but this would tie up the Ionian fleet badly needed versus France. His prime consideration should be protecting his centers; a removal in 1903 would start a nearly irreversible trend. Coordination with McKeon would, at this point, be invaluable. If they are indeed faced with an Austrian-Russian alliance, it would be a marriage of necessity, and at this point McKeon could do little better.



ARCHIVES PUBLISHERS SURVEY

Prepared by WALTER W. BUCHANAN

Since last printed in DIPLOMACY WORLD III, 4, this chronological list of currently active Diplomacy publishers has gone out of date. This is due to many new 'zine starts, changes of address, and the high attrition rate of Diplomacy publishers in general. I have listed all publishers in order from the time they first began publication, noting with an asterisk

the ones who have had publishing breaks of over three months. (A few British publishers may be omitted, as I haven't heard from them in reply to a trade offer.) I'd like to encourage all present and potential publishers to trade with me and with Doug Beyerlein, the Boardman Number Custodian, in order that we can keep up-to-date records on the hobby.

1. May 12 John Boardman, 234 East 19th St., Brooklyn, N.Y. 11226
2. Apr 1* Conrad von Metzke, P.O. Box 626, San Diego, CA 92112
3. Jul 15 Harold Naus, 1011 Barrett Ave., Chula Vista, CA 92011
4. Dec* Doug Beyerlein, 240 Hawthorne, Apt. F, Palo Alto, CA 94301
5. May 18 Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657
6. Jul 2 Don Turnbull, 5 Greenlands, Red Cross Lane, Cambridge CB2 2QY, U.K.
7. Dec* Chris Schleicher, P.O. Box 907-F, Wheeling, IL 60090
8. Jan 29 Andrew Phillips, 128 Oliver St., Daly City, CA 94014
9. Jan 24 Walt Buchanan, R.R. 3, Box 324, Lebanon, IN 46052
10. Sep Herb Barents, R.R. 4, 1142 S. 96th Ave., Zeeland, MI 49464
11. Sep* Michel Liesnard, Ave. de Tervueren 415, B-1150 Bruxelles, Belgium
12. Jan 1 Burt Labelle, Forest Park 23, Biddeford, ME 04005
13. Jan 1* Fred C. Winter, 400 W. Madison, Apt. 2400, Chicago, IL 60606
14. Jan 31 John Boyer, 117 Garland Dr., Carlisle, PA 17013
15. Jan 31 John Piggott, Flat 6, 15 Freeland Rd., London W.5, U.K.
16. Jan 31 Paul Wood, 2616 Kenwyck, Troy, MI 48098
17. Mar Fred C. Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21043
18. Aug 11 Richard Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey KT15 1UG, U.K.
19. Sep Jim Benes, 417 S. Stough, Hinsdale, IL 60521
20. Sep John Leeder, 1211 5th St. N.W., Calgary, Alta., Canada T2M 3B6
21. Oct Richard Sharp, 27 Elm Close, Amersham, Bucks., U.K.
22. Nov 15 Mick Bullock, 14 Nursery Ave., Halifax, W.Yorks. HX3 5SZ, U.K.
23. Dec Enrico Manfredi, Via Vecchia di Barbaricina 20, I-56100 Pisa, Italy
24. Jan 1 Don Horton, 16 Jordan Ct., Sacramento, CA 95826
25. Feb Will Haven, 4 Victoria St., Chorley, Lancs. PR7 2TX, U.K.
26. Jun 15 Robert Lipton, 556 Green Pl., Woodmere, N.Y. 11598
27. Aug John Coombe, Luney Barton Farm, St.Austell, Cornwall, PL26 7JH, U.K.
28. Sep Dan Gallagher, 307 Dean Dr., Rockville, MD 20851
29. Oct Peter Walker, R.R. 3, Belfast, P.E.I., Canada CQA 1A0
30. Nov Peter Shamray, 10614 LeConte Ave., Los Angeles, CA 90024
31. Dec 20* John Mirassou, Rt. 2, Box 623-AC, Morgan Hill, CA 95037
32. Dec 21 Steve Norris, 1161 Greenland Ave., Nashville, TN 37216

1974

33. Jan 1 Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022
34. Feb 24 Roland Prevot, 16 rue Descombes, 75017 Paris, France
35. Mar Robert Correll, 44 Rawlinson Ave., Toronto, Ont., Canada M4P 2M9
36. Mar 20 David Allen, 11 Alma Heights, Off Cavendish Way, Mickleover, Derby DE3 5BJ, U.K.
37. Mar 25 Anthony Kniaz, 3975 Haverhill, Detroit, MI 48224
38. Apr 27 Douglas Reif, 67 Grosvenor Rd., Kenmore, N.Y. 14223
39. Jun Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, N.Y. 11418
40. Jun Richard Loomis (Flying Buffalo, Inc.), P.O. Box 1467, Scottsdale, AZ 85252
41. Jun 3 Gil Neiger, 300 W. 108th St., Apt. 11-B, New York, N.Y. 10025
42. Jun 21 Ed Kollmer, P.O. Box 2, Great Barrington, MA 01230
43. Jul Jon Lovibond, 1 Oak Lea Ave., Fulshaw Park, Wilmslow, Cheshire SK9 1QL, U.K.
44. Jul 20 Dave Kadlecek, Box 502, Univ. of Santa Clara, Santa Clara, CA 95053
45. Jul 24 Bruce Schlickbernd, 6194 E. 6th St., Long Beach, CA 90803
46. Jul 27 Harry Drews, P.O. Box 282, Kitchener, Ont., Canada N2G 3X9
47. Jul 27 Randolph Smyth, 249 First Ave., Ottawa, Ont., Canada K1S 2G5
48. Aug 25 Michael Homeier, 238 N. Bowling Green Way, Los Angeles, CA 90049
49. Sep Greg Hawes, 16 Crescent Rd., Sidcup, Kent, DA15 7HN, U.K.
50. Sep 10 Bob Hartwig, 5030 N. 109th St., Longmont, CO 80501
51. Sep 11 Robert Sacks, 4861 Broadway, Apt. 5-V, New York, N.Y. 10034
52. Oct Tony Watson, 201 Minnesota, Las Vegas, NV 89107
53. Oct 27 Larry Fong, P.O. Box 11090, Oakland, CA 94611
54. Nov Doug Wakefield, 115 Acre Lane, Cheadle Hulme, Cheshire, SK8 7PB, U.K.
55. Nov 1 Peter Birks, Darwin College, Univ. of Kent, Canterbury, Kent, U.K.
56. Nov 5 David Head, P.O. Box 1231, Huntsville, Ont., Canada POA 1K0
57. Dec Greg Costikyan, 1675 York Ave., New York, N.Y. 10028
58. Dec Laurence Gillespie, 23 Robert Allen Dr., Halifax, N.S., Canada B3M 3G9
59. Dec 10 Ernie Demanelis, 106 Wilson Ave., Morgantown, WV 26505
60. Dec 15 David Truman, 30 Prince Rupert Ave., Toronto, Ont., Canada M6P 2A7

1975

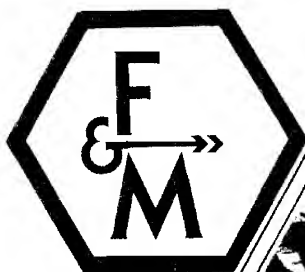
61. Jan Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland
62. Jan 24 Blair Cusack, 1620 42d St. S.W., Calgary, Alta., Canada T3C 1Z5
63. Feb 7 Richard Kovalcik, 205 Bexley, 50 Massachusetts Ave., Cambridge, MA 02139
64. Feb 8 Ake E.B. Jonsson, Gruvvagen 26, S-98100 Kiruna, Sweden
65. Mar Russell Fox, 5160 Donna Ave., Tarzana, CA 91356
66. Mar 6 Phil Stutt, 10 Muller Road, Borfield, Bristol 7, U.K.
67. Apr 1 Roger Oliver, P.O. Box 452, Denville, N.J. 07834
68. Apr 17 Ferkin Doyle, 259 Johnson St., Apt. V-1, Philadelphia, PA 19144
69. May 14 Ben Grossman, 29 E. 9th St., Apt. 9, New York, N.Y. 10003
70. Jun 13 Clive Booth, 71 Clara Mount Rd., Langley, Heanor, Derby DE7 7HS, U.K.
71. Jun 13 Graham Mills, 236 Brooklands Road, Weybridge, Surrey, U.K.
72. Jun 29 Brad Hessel, 232 W. 24th St., Apt. 5-R, New York, N.Y. 10011
73. Jul William A. Clumm, R.R. 1, Amesville, OH 45711
74. Jul Stephen Pratt, 15 Craneford Close, Twickenham, Middx., TW2 7SD, U.K.
75. Jul 11 Calvin White, 1 Turnberry Ave., Toronto, Ont., Canada M6N 1P6
76. Jul 25 Fred Brenner, 2821 W. 12th St., Brooklyn, N.Y. 11224
77. Aug Andy Evans, 36 Brynmill Terr., Brynmill, Swansea SA2 0BA, U.K.
78. Aug Adam Gruen, 470 North St., Harrison, N.Y. 10528
79. Aug Peter Mearns, 10 Moy Terr., Inverness, Scotland
80. Sep Roy Taylor, 63-A St. Nicolas Park Dr., Nuneaton, Warks., CV11 6DZ, U.K.
81. Sep 1 Michael Muchnik, 2520 Hyacinth Ct., Westbury, N.Y. 11590
82. Nov Larry Dunning, 46 Holmesdale Rd., West Midland 6056, Western Australia
83. Nov Paul Simpkins, 104 Combs Hill, Dewsbury, W.Yorks., WF12 0LQ, U.K.
84. Nov 25 Richard Ware, TEP 253 Commonwealth Ave., Boston, MA 02116
85. Dec Dennis Agosta, 16 S. Wilber St., Belleville, N.J. 07109
86. Dec* Jeremy Maiden, 20 Newport Rd., Cwmcarn, Gwent., Industrial S. Wales, U.K.
87. Dec Ron Rayner, 32 Wentworth Ave., West Finchley, London N3 1YL, U.K.

1976

88. Jan Drew McGee, 100 Belmont Pl., Apt. 6-J, Staten Island, N.Y. 10301
89. Feb 7 Robert Sergeant, 3242 Lupine Dr., Indianapolis, IN 46224
90. Feb 28 John Malay, c/o Chatham Arts, 12 Commerce St., Chatham, N.J. 07928
91. Apr 8 Alan Rowland, 52 Eighth Ave., Westwood, N.J. 07675
92. Apr 16 Peter Swanson, 6 Welford Place, Wimbledon, SW19 5AJ, U.K.
93. May Peter Dale, 3577 Derry Road East, Apt. 809, Mississauga, Ont., Canada L4T 1B3

94. May 15 David Schwartz, 569 S. Springfield Ave., Springfield, N.J. 07081
 95. Jul Paul Humphreys, 27 Furrowfolde, Kingswood, Basildon, Essex, U.K.
 96. Jul 1 Donald Wileman, 98 Sanderling Cresc., Lindsay, Ont., Canada K9V 4N2
 97. Jul 3 Clifford A. Mann II, 823 Marcy Ave., Apt. 101, Oxon Hill, MD 20021
 98. Aug Bob Brown, 53 Broadwood Dr., Fulwood, Preston, Lancs., PR2 4NP, U.K.
 99. Aug Ron Canham, 30 Blagdon Road, Lewisham, London, SE13 7HH, U.K.
 100. Aug Steve Hill, 43 Robins Way, Hatfield, Herts., AL10 9QQ, U.K.
 101. Aug Norman Williams, 135 Saint Albans Rd., Barnet, Herts., EN5 4LD, U.K.
 102. Aug 18 Ken St. Andre, 2232 E. Pinchot, Apt. 8, Phoenix, AZ 85016
 103. Sep Paul Willey, 31 Burstow Road, Wimbledon, London SW20 8ST, U.K.
 104. Sep 1 Will McCullam, Fairmount Road, Newbury, OH 44065
 105. Nov Bob Beardsley, 17 Moryan Road, Edison, N.J. 08817
 106. Nov W. Elmer Hinton, Jr., 20 Almont St., Nashua, NH 03060

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107. Feb 9 Steve McLendon, P.O. Box 57066, Webster, TX 77598
 108. Feb 14 Dick Trtek, 2728 S.E. Main, Apt. 1, Portland, OR 97214
 109. Feb 20 Tom McNally, 2515 Hampton Rd., Rocky River, OH 44116
 110. Mar Jim Peters, 5004 N. 68th Dr., Glendale, AZ 85303
 111. Mar 30 Tony Crouch, 35 Melbourne Ave., West Ealing, London W13, U.K.
 112. May Steve Heinowski, 1630 W. 28th St., Lorain, OH 44052
 113. Jun Hartmut Halfmeier, Ruetersbarg 19, 2000 Hamburg 54, West Germany
 114. Jun 1 David Bunke, 5512 Julmar Dr., Cincinnati, OH 45238
 115. Jun 22 Andy Cook, 807 Crescent Dr., Alexandria, VA 22302



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• **CROSSFIRE:** Here the reader will be able to submit his ideas and views on games. The readership is made up of highly intelligent individuals and they should be heard from. This will truly be your section of the magazine.

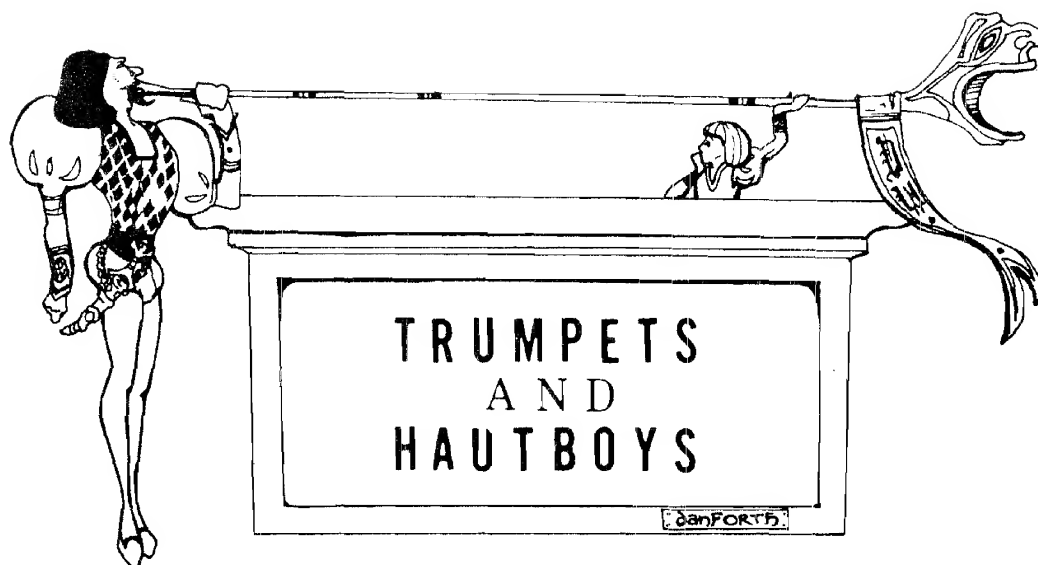
• **SCENARIO CORNER:** Additional battle situations which can be created for all the different games in the field. This section will cover a wide range of games and with each new scenario there will be a brief historical account to add to your enjoyment.

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1. In order to keep accurate records of the regular games being played in this hobby (for a whole host of reasons: rating systems, statistical compilations, prevention or salvation of orphans, keeping the lines of communication open, etc.), it is imperative that the BOARDMAN NUMBER CUSTODIAN be in touch with all active publishers running regular games. If you're in this category, please be sure a copy of each of your issues goes to the current Custodian, Douglas Beyerlein, at 240 Hawthorne, Apt. F, Palo Alto, CA 94301, USA.

2. Much the same situation obtains with variant games vis-a-vis the MILLER NUMBER CUSTODIAN, and there's an added codicil as well: Without steady input from the publishers, it's impossible to keep track of what new or revised variants exist and are available. The current Custodian of these Numbers is Robert Sacks, 4861 Broadway, Apt. 5-V, New York, NY 10034, USA.

3. John Leeder (1211 5th St. N.W., Calgary, Alberta, Canada T2M 3B6) is conducting a "magazine poll" in North America. This is a scheme that has a big following in the United Kingdom, and John feels it should be instituted here. So do we. All you do is make a list of the postal Diplomacy 'zines you receive (note: DIPLOMACY WORLD is not eligible) and rate each of them, from 1 (abominable) to 10 (magnificent). Then send your list to John. The deadline for the first poll is July 31, and results will be printed in John's RUNESTONE and reprinted here. So hurry!

4. For those interested in variants, the Diplomacy Variant Commission - formerly affiliated with IDA but now independent - is being "revived" (or perhaps that's "revised") in a manner designed to eliminate some of the criticisms that have plagued it in the past. For information, write to Greg Costikyan, 1675 York Ave., New York, NY

10028, USA.

5. IDA/NA (International Diplomacy Association, North America) is currently the only hobby-wide service organization active. The group is intended to further the play of "Our Game" by sponsoring projects and ideas that will benefit the hobby as a whole; in the past, IDA has supported the Boardman and Miller Numbers and the Orphan Games Project; published handbooks; actively encouraged novices who seek to join the hobby; and given backing to conventions. For further information contact the current treasurer, Steven Brooks, 4960-B Ave. 'C', Great Falls, MT 59405, USA. Annual dues are \$2.00. (There is also an IDA/UK - United Kingdom - which performs much the same functions, and is frankly more successful at it. Write to Richard Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey KT15 1UG.)

6. Conrad von Metzke, the editor of the miasma you're now reading, is looking for a good explanation for why all these largely unrelated news items are numbered. I see no point, and anyone with an answer is asked to write. I can't find my address just now, but it's around here somewhere....

7. If you've been playing in a postal game (either regular or variant) and you think the Gamesmaster has wandered off into the sunset leaving you and your fellow players stranded, you want the services of the ORPHAN GAMES PROJECT. These days, with so many 'zines on the market, it is pretty rare that an orphan can't be salvaged. For help and reassurance, write Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418, USA.

8. Wondering what's going on over there across the Pond? Interested in reading an English (or European, or Australian) journal of Diplomacy? Can't stand the hassles of international currency exchange? Ben Gross-

man, 29 East 9th St., Apt. 9, New York, NY 10003, USA, handles a service known as the INTERNATIONAL SUBSCRIPTION EXCHANGE. Send the subscription price of the journal you want to Ben, and the rest will be taken care of.

9. Larry Peery, P.O. Box 8416, San Diego, CA 92102, USA, is seeking long articles on the subject of Diplomacy (2500 words up) for future publication by him. Details will be supplied on request.

10. ORIGINS III will be held at Wagner College, Staten Island (N.Y.) on July 22-24. For pre-registration information, write to: Origins '77, S.P.I., 44 East 23d St., New York, NY 10010. Among other things, there will be a big Diplomacy tournament held, and the proceeds from this will be used to help finance the Boardman Numbers. Information on the Diplomacy portion of the event can be had from Ben Grossman, 29 East 9th St., Apt. 9, New York, NY 10003, USA.

11. ETHIL THE FROG is a magazine of postal Diplomacy and all sorts of other quaint things which is, in the humble opinion of Ye Editor of DIPLOMACY WORLD, the finest fanzine in existence. Photo-offset, many pages crammed with writings on a variety of subjects - with humor a specialty - and some games as well! In North America, a surface mail subscription costs \$5.00 for ten issues, which may sound exorbitant but isn't. The USA/Canada agent is Conrad von Metzke, P.O. Box 626, San Diego, CA 92112, USA. Elsewhere write directly to the Editor, John Piggott, Flat 6, 15 Freeland Road, Ealing Common, London W.5, U.K.

12. Calvin White has been publishing a superb magazine called JANUS for some time. For various reasons (mainly, the departure of Cal's co-editor, John Gross) JANUS has been honorably terminated, and Cal has now substituted his new effort, ELECTRA GLIDE BLUE, which is a joy to behold. I've been printing dittograph fanzines for twelve years, and I've never managed to approach the standard Cal has just set with a mere one issue. Suggest you write for a sample: 1 Turnberry Ave., Toronto, Ontario, Canada M6N 1P6.

13. If new and fascinating variants are your thing, you ought to get to know the Phoenix publishers. Jim Peters (5004 N. 68th Drive, Glendale, AZ 85303, USA) puts out a new 'zine called TRICERATOPS, and Ken St. Andre (2232 E. Pinchot, Apt. 8, Phoenix, AZ 85016) has been running the journal STORMBRINGER for some while. In each case you get exposure to a host of new variants, most of them quite good, and the chance to play in postal games at very cheap fees.

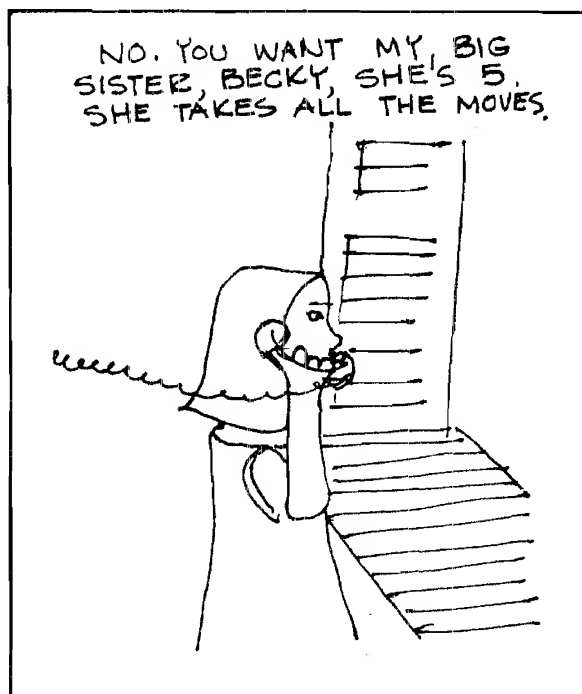
14. John Leeder (1211 5th St. N.W., Calgary, Alberta, Canada T2M 3B6) has just announced openings in several new games, both regular and variant, in his RUNESTONE. There

is no more reliable publisher in existence, and RUNESTONE has for a long time set the standard for what many of us think a Diplomacy magazine ought to be - literate, interesting, consistent, accurate and always exciting. I think failure to contact John immediately would be a huge mistake.

15. Another of the older and best-loved journals is THE POUCH, which comes to you from Gil Neiger, 300 West 108th St., Apt. 11-B, New York, NY 10025, USA. It was a gem before Gil took over (long ago now) from Nicky Ulanov, and it remains at the top of the field. Openings in regular and variant games are available; and as with most of the magazines being plugged in this section, THE POUCH is well worth a subscription even if you don't want to play.

16. Some years ago I withdrew from active postal play. At the time, I stated publicly that if I ever returned as a player, the first magazine I'd approach would be Don Horton's CLAW AND FANG. Don has been pushing along ever since, enhancing the quality of what was already a fine piece of work with every issue. Regular games are currently available, and there's plenty of good reading every time. Write Don at 16 Jordan Court, Sacramento, CA 95826, USA.

17. Recently, Avalon-Hill arranged the publication and marketing of a German-language edition of Diplomacy. The first postal fruits have just arrived, in the form of STABSANGEIGER from Hartmut Halfmeier, Ruetersbarg 19, 2000 Hamburg 54, West Germany. The first issue is mimeo but so clear that I thought at first it was Xerox. Plans are to start regular and variant games (the first issue prints a full translation of Fred Davis' ABSTRACTION), and



the interview seem to be monthly. (I have problems here; my German is very poor.) If you know the language, you really should ask after this. (SS): This is not patterned after other European 'azines, which print both English and the local language. STASSANZEIGER is solely in German, so be prepared, meine Freunde.

19. And now, a note to the lunatics among us. There is a game called SLOBBOVIA. It is a variant, but some who have gotten involved consider it a way of life. There is no point in trying to describe the thing; let me just say that it is for practical purposes an all-but-perpetual game, and the point is not to win, nor really even to conquer anything, but rather to write press releases and similar things, and in general to have a blast. SLOBBOVIA appears in SLOBINFOLIT ZHURNAL, which is printed round-robin by a group known as APA-Slobbovia. To get in the game (and, if approved, get in on the publishing), write to Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418.

19. Two brand new magazines, both excellent, have wandered into my post-box at the last second before press time. THE INSPIRUM, from John Jacobs, P.O. Box 549, Georgetown, CT 06829, USA, is beautifully photo-reproduced (single side! how long can he afford that?), and offers openings in regular games, a few variants, and an immense list of science-fiction multi-player games. Game fees are generally \$3.00 plus a \$1.00 refundable deposit, and subs are \$3/6, \$5.50/12. This is one of those that looks to be an instant winner, so get ahold of the guy!

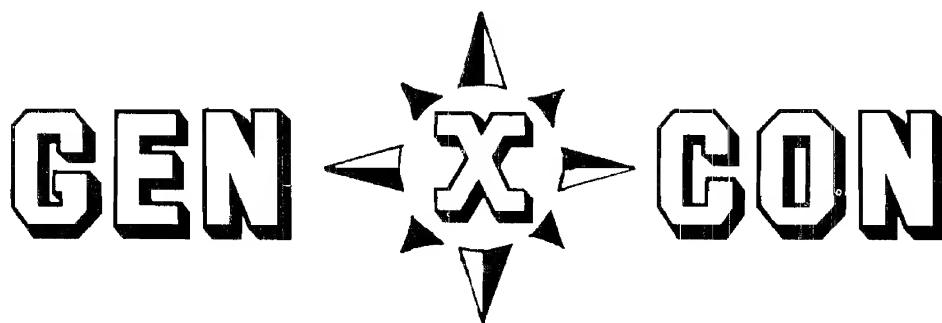
And DIPLOMACY DIGEST, from Mark Berch, 492 Naylor Pl., Alexandria, VA 22304, is to be an articles-only magazine; this is something we really, desperately need in this hobby, and Mark is off to a glorious start. Subs 10/\$3.50, or a sample for a SSAE. The first issue isn't all talk; Mark has gotten things going in a big way, and with a little support from the hobby, this one could become one of our cornerposts. We truly welcome it.

The following is a list of all known publishers, arranged in chronological order according to length of time publishing, who have regular Diplomacy openings in North America. If interested, send any of them a SSAE and ask for a sample copy of their magazine; that way, you'll get an idea of which publications most interest you. The bracketed figure is the number of years each person has been "in business;" an asterisk indicates that there has been at least one break of 3 months or longer during this period.

NEED A GAME?

1. John Boardman, 234 E. 19th St., Brooklyn, NY 11226 (14)
2. Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657 (9)
3. John Leeder, 1211 5th St. N.W., Calgary, Alta., Canada T2M 3B6 (5)
4. Don Horton, 16 Jordan Court, Sacramento, CA 95826 (4½)
5. Robert Lipton, 556 Green Place, Woodmere, NY 11598 (4)
6. John Mirassou, Rt. 2 Box 623-AC, Morgan Hill, CA 95037 (3½*)
7. Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022 (3½)
8. Flying Buffalo, Inc., P.O. Box 1467, Scottsdale, AZ 85252 (3)
9. Gil Neiger, 300 W. 108th St., Apt. 11-B, New York, NY 10025 (3)
10. Tony Watson, 201 Minnesota, Las Vegas, NV 89107 (2½)
11. David Head, P.O. Box 1231, Huntsville, Ontario, Canada POA 1K0 (2½)
12. Richard Kovalcik, 205 Bexley, 50 Massachusetts Ave., Cambridge, MA 02139 (2½)
13. Ben Crossman, 29 E. 9th St., Apt. 9, New York, NY 10003 (2)
14. Calvin White, 1 Turnberry Ave., Toronto, Ontario, Canada M6N 1P6 (2)
15. Michael Muchnik, 2520 Hyacinth Court, Westbury, NY 11590 (2)
16. Drew McGee, 100 Belmont Place, Apt. 6-J, Staten Island, NY 10301 (1½)
17. John Malay, c/o Chatham Arts, 12 Commerce St., Chatham, NJ 07928 (1½)
18. Alan Rowland, 52 Eighth Ave., Westwood, NJ 07675 (1)
19. Peter Dale, 3577 Derry Road East, Mississauga, Ont., Canada L4T 1B3 (1)
20. Clifford A. Mann II, 823 Marcy Ave., Apt. 101, Oxon Hill, MD 20021 (1)
21. Bob Leedsley, 17 Maryan Road, Edison, NJ 08817 (½)
22. W. Elmer Hinton, Jr., 80 Almont St., Nashua, NH 03060 (½)
23. John White, P.O. Box 57081, Houston, TX 77256 (½)
24. Paul Threlkeld, 444 S. Washington St., Portland, OR 97204 (½)
25. John White, 104 S. Main St., Portland, OR 97204 (½)
26. John White, 104 S. Main St., Portland, OR 97204 (½)

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Sunday -	8:30 a.m.		6:00 p.m.

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Modern tanks clash in the desert! Modern Russian, American and British tanks hunt each other across the sand dunes of the Sinai and the hills of the Golan Heights, amidst all the latest weapons of war: wire-guided missiles, artillery rockets, recoilless guns, "hunting" helicopters and fighter-bombers striking from the air. These are the dazzling victories of *THE ARAB-ISRAELI WARS*—taken from the Middle East wars from 1967 to 1973, these are the battles that made recent history.

Now you can command Egyptian and Syrian units armed with Russian weaponry as they attempt to overwhelm Israeli forces, and you can command the dangerous British-armed Jordanian Army, descendants of the famed "Arab Legion". Or you can maneuver the Israeli forces, ingeniously and skillfully armed with weapons from half a dozen nations, built around the main battle tanks from the United States. These are only some of the weapons and opponents that clash in Avalon Hill's newest release, *THE ARAB-ISRAELI WARS*.

The units are platoons, batteries and half-companies; the game system is that used in *PANZERBLITZ* and *PANZERLEADER*. Avalon Hill's games about armored combat in World War II. *THE ARAB-ISRAELI WARS* adds a new dimension, however; the distinctive features of the modern wars in the Middle East are the new techniques and tactics that the military commanders have devised for exotic modern weapons. *THE ARAB-ISRAELI WARS* includes all of these techniques, from split-move-and-fire to helicopters inches off the ground; presenting all the methods of modern combat.

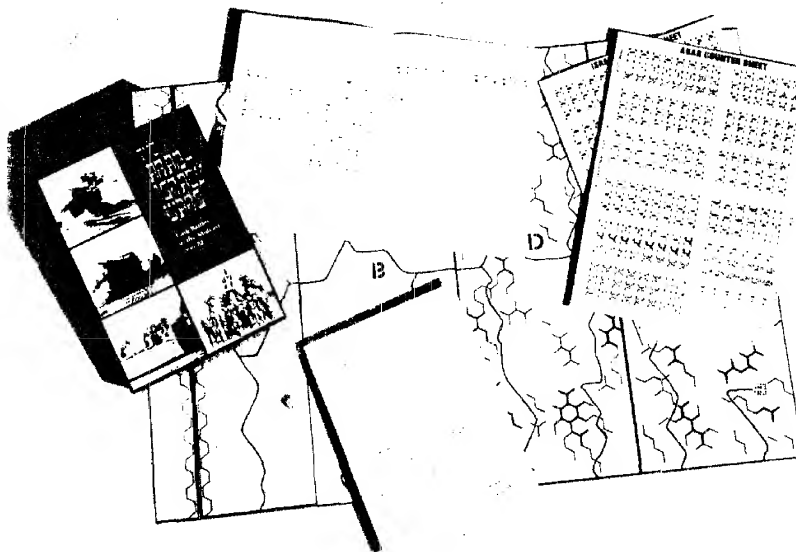
The units in the game are fascinating—the main battle tanks are armored personnel carriers of the United States and Russia, as well as the strange modifications built by the Israelis to maximize the efficiency of their army. The mapboards accurately recreate the undulating terrain around the Suez Canal and in the deserts and passes of the Middle East. And best of all, carefully designed rules accurately recreate the skillful maneuvering and hide-and-seek nature of war among the sand dunes, as well as introducing the morale factors that so greatly affected the combatants' abilities to keep a cohesive fighting force on the battlefield.

The game includes 24 scenarios, ranging from the Israeli 7th Armored Brigade racing past and through Egyptian positions in 1967, to desperate battles in Jordan and on the Golan Heights, up to the Egyptian storming attack on the Bar-Lev Line and the massive Israeli counterattacks at the Chinese Farm—and then across the Suez Canal! Commandoes, paratroop raids and desperate holding actions are all included, along with raids and interceptions of enemy columns in the vastness of the desert.

New rules include different types of artillery fire, barrages, interdiction fire, smoke laying, infantry firing machine guns from APC's, tracing wire-guided missiles back to their home units, and more. Special engineering vehicles lay bridges and mines, or clear minefields; heavy tanks bulldoze their way through wreckage and drag pontoon bridges overland, while ahead assault boats and amphibious vehicles storm the raised embankments along the Suez Canal!

Modern war in the Middle East in *THE ARAB-ISRAELI WARS*! Now available for \$10.00 plus postage coupon from the Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 4% state sales tax.

Not eligible for Elite Club discount.



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16 A 10 10 SHERMAN 6213	14 A 10 10 SHERMAN 6111	13 A 12 9 AMX 13 3317	40 G 12 3 M-355 5110	18 A 6 3 M-350mm 5112	14 AA 6 3 M-3-BA 8002
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